Cleric - Trickery Domain

CHARACTER NAME #_____

Divine Order   LVL 1
Select one of the following:
   Protector. Proficiency with Martial weapons and training with Heavy armor.
   Thaumaturge. You know one extra cantrip (Cleric spell). Also, add a bonus = your WIS mod. (min +1) to INT (Arcana or Religion) checks.

Channel Divinity LVL 2 (2/long rest), LVL 6 (3/long rest), LVL 18 (4/long rest)
Can use to Divine Spark or Turn Undead. You regain one use per Short Rest. Saving throw = Cleric spell save DC.
   Divine Spark. Target one creature within 30 feet. Roll 1d8 (increases at Cleric level 7 to 2d8, 13 to 3d8, and 18 to 4d8) + your WIS mod. You either restore that many Hit Points or the creature takes that much damage unless it makes a CON save and takes half that much.
   Turn Undead. Each Undead you select within 30 ft. makes a WIS save or is Frightened and Incapacitated for 1 minute and tries to move as far from you as it can on its turns. The effect ends if it takes damage, if you become Incapacitated, or if you die.

Trickery Domain Spells   LVL 3, 5, 7, and 9
LVL 3 - *Charm Person, Disguise Self, Invisibility, Pass without Trace*
LVL 5 - *Hypnotic Pattern , Nondetection*
LVL 7 - *Confusion, Dimension Door*
LVL 9 - *Dominate Person, Modify Memory*
Always have prepared. Don't count against the number of spells per day.

Blessing of the Trickster   LVL 3
You or a willing creature within 30 feet will have Advantage on DEX {Stealth} checks until you finish a Long Rest or use this feature again.

Invoke Duplicity   LVL 3
Use Channel Divinity to create a perfect visual illusion of yourself that mimics your expressions and gestures in an unoccupied space you can see within 30 feet that lasts for 1 minute. It ends early if you dismiss it (no action required} or become Incapacitated. You gain the following benefits.
   Cast Spells. You can cast spells as though you were in that space, but you must use your own senses.
   Distract. When both you and your illusion are within 5 feet of a creature that can see the illusion you have Advantage on attack rolls against that creature.
   Move. As a Bonus Action, you can move the illusion up to 30 feet to an unoccupied space you can see that is within 120 feet of yourself.

Ability Score Improvement   LVL 4, 8, 12, and 16
You gain the Ability Score Improvement or another feat of your choice for which you qualify.

Sear Undead   LVL 5
When you use Turn Undead. Roll a number of d8s = your WIS mod. Each Undead that fails its Turn Undead save takes that much Radiant damage (doesn't end the turn effect).

Trickster's Transposition   LVL 6
Whenever you take the Bonus Action to create or move the illusion of your *Invoke Duplicity*, you can teleport, swapping places with the illusion.

Blessed Strikes   LVL 7
You gain one of the following.
   Divine Strike. Once/turn. You do an extra ld8 Necrotic or Radiant damage when you hit with an attack roll using a weapon.
   Potent Spellcasting. Add your WIS mod. to the damage you deal with any Cleric cantrip.

Divine Intervention   LVL 10
1/long rest. **Magic action**. Cast one of your Cleric spells without using a spell slot or Material components. The spell must be level 5 or lower and not a reaction spell.

Improved Blessed Strikes   LVL 14
Divine Strike. The extra damage of your Divine Strike increases to 2d8.
Potent Spellcasting. When you deal damage with a Cleric cantrip, grant yourself or another within 60 ft. Temporary Hit Points = 2 X your WIS mod.

Improved Duplicity   LVL 17
More Invoke Duplicity features.
   Shared Distraction. Attacks by you or your allies vs. creatures within 5 ft. of the illusion are made with Advantage.
   Healing Illusion. When illusion ends, you or a creature you choose within 5 feet of it regains Hit Points = your Cleric level.

Epic Boon   LVL 19
You gain an *Epic Boon* **feat** or another feat of your choice for which you qualify. *Boon of Fate* is recommended.

Greater Divine Intervention   LVL 20
1/(2d4)long rests. When you use your Divine Intervention feature, you can choose *Wish* when you select a spell.

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