

Cleric - War Domain

CHARACTER NAME

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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 6 (3/long rest), LVL 18 (4/long rest)

LVL 2 (2/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.

War Domain Spells

LVL 3, 5, 7, and 9

LVL 3 - Guiding Bolt, Magic Weapon, Shield of Faith, Spiritual Weapon

LVL 5 - Crusader's Mantle, Spirit Guardians

LVL 7 - Fire Shield, Freedom of Movement

LVL 9 - Hold Monster, Steel Wind Strike

Always have prepared. Don't count against the number of spells per day.

Guided Strike

LVL 3

Another use for Channel Divinity.

As a Reaction. If you or another within 30 ft misses on an attack roll, you can add +10 to that roll.

War Priest

LVL 3

Number of uses = WIS mod. **Reset** on a Long Rest.

As a Bonus Action.

You can make one attack with a weapon or an Unarmed Strike.

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).

War God's Blessing

LVL 6

Another use use for Channel Divinity.

Cast *Shield of Faith* or *Spiritual Weapon* without expending a spell slot. It lasts for 1 minute and doesn't require Concentration. It ends early if you cast that spell again, become Incapacitated, or die.

Blessed Strikes

LVL 7

You gain one of the following.

Divine Strike. Once/turn. You do an extra 1d8 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.

Avatar of Battle

LVL 17

You gain Resistance to Bludgeoning, Piercing, and Slashing damage.

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.

Traits - Feats - Features

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