

Cleric

Ability Requirement: Wisdom 9

Alignment: May be of any alignment, but must be within 2 steps if your deity.

Armor: Any type of armor and shields.

Weapons: Any bludgeoning weapons or weapons associated with the faith.

THACO: As Priest.

Saving Throws: As Priest.

Weapon Proficiencies: 2 + 1 every 4 levels.

Nonweapon Proficiencies: 4 + 2 every 3 levels.

- Gain Literacy as a bonus Nonweapon Proficiency.

Bloodied: At 30% of max hit points (30 max) you take Disadvantage to all d20 rolls.

Casting Check: Wisdom based.

Sphere Access: You may choose spells from all the spheres except Plant, Animal, and Weather. You have minor access to the Elemental sphere (1st – 3rd level).

Domain: When you gain your first level as a Cleric, choose your Domain from the selections below that make sense with your deity. With a Domain, you gain the ability to channel divine power through your holy symbol for the following effects. You may do this 2/day at 1st level with an additional use at 4th and 7th levels. You may regain up to 1x your daily maximum uses with Stamina during a Short Rest.

Radiant Healer: Add your Cleric level in hit points to any Cure/Cause Wounds spells cast.

8th – Followers: Gain a standard company (70) of priests with another 40 civilian worshippers.

9th – Stronghold Resources: Gain the Landlord nonweapon proficiency as a bonus.

10th – Divine Intervention: You can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your full action. Describe the assistance you seek and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain ability would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a Long Rest.

L	C	1	2	3	4	5	6	7
1	3	5	--	--	--	--	--	--
2	3	5	--	--	--	--	--	--
3	4	5	2	--	--	--	--	--
4	4	5	2	--	--	--	--	--
5	5	5	3	2	--	--	--	--
6	5	5	3	2	--	--	--	--
7	5	5	3	2	2	--	--	--
8	5	5	3	3	2	--	--	--
9	5	5	4	3	2	2	--	--
10	5	5	4	3	3	2	--	--
11	5	5	4	4	3	2	2	--
12	5	6	5	5	3	2	2	--
13	5	6	6	6	4	2	2	--
14	5	6	6	6	5	3	2	2
15	5	6	6	6	6	4	2	2
16	5	7	7	7	6	4	3	2
17	5	7	7	7	7	5	3	2
18	5	8	8	8	8	6	4	2
19	5	9	9	8	8	6	4	2
20	5	9	9	9	8	7	5	2

Domains

Death: The Death domain is concerned with the forces that cause or surround death, Shadowfell energy that gives rise to undead creatures, and deities that are patrons of necromancers and intelligent undead. Gods of the Death domain also may embody murder, pain, disease, poison, and the underworld.

- **Channel Divinity: Death Grip** – As a [Minor Action](#), shoot a mystical chain up to 60 feet away and, on a failed Save vs Spell, draw the creature (Large sized or smaller) to an adjacent square along the line of effect.
- **Channel Divinity: Call Skeleton Ally** – As a [Minor Action](#), manifest Shadowfell energies into a skeleton within 15 feet that rises out of the ground or a nearby humanoid corpse of your size or smaller. It has half of your hit points (Max 100), gets 1 claw attack per round at your proficiency level, and makes Saving Throws as you do. It lasts until brought to 0hp or 10 rounds pass. It can be healed with any reversed healing spell and is resistant to piercing, slashing, and cold damage.

Forge: The gods of the forge are patrons of artisans who work with metal, from a humble blacksmith who keeps a village in horseshoes and plow blades to the mighty elf artisan whose diamond-tipped arrows of mithril have felled demon lords. The gods of the forge teach that, with patience and hard work, even the most intractable metal can be transformed from a lump of ore to a beautifully wrought object. Clerics of these deities search for objects lost to the forces of darkness, liberate mines overrun by ores, and uncover rare and wondrous materials necessary to create potent magic items. Followers of these gods take great pride in their work, and they are willing to craft and use heavy armor and powerful weapons to protect them.

- **Channel Divinity: Repair** – As a [Spell Action](#), repair a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.
- **Channel Divinity: Blessing of the Forge** – You gain the ability to imbue magic into a weapon or armor. As a [Minor Action](#), you can touch one object that is a suit of armor or a simple or martial weapon. For the next 5 minutes (10 rounds), the object becomes blessed with magic, granting a +1 bonus to AC if it's armor, a +1 bonus to attack and damage rolls if it's a weapon, or a magical ability with the cost of +1. The bonus cannot take the armor or weapon beyond a +5 Enhancement Bonus.

Grave: Gods of the grave watch over the line between life and death. To these deities, death and the afterlife are a foundational part of the multiverse. To desecrate the peace of the dead is an abomination. Followers of these deities seek to put wandering spirits to rest, destroy the undead, and ease the suffering of the dying. Their magic also allows them to stave off death for a time, particularly for a person who still has some great work to accomplish in the world. This is a delay of death, not a denial of it, for death will eventually get its due.

- **Channel Divinity: Sentinel at Death's Door** – You gain the ability to impede death's progress. As a [Reaction](#) when you or a creature you can see within 60 feet of you suffers a critical hit, backstab, or called shot, you can completely negate the hit and turn it into a miss.
- **Channel Divinity: Turn Undead** – As the Player's Handbook.

Knowledge: The gods of knowledge value learning and understanding above all. Some teach that knowledge is to be gathered and shared in libraries and universities, or promote the practical knowledge of craft and invention. Some deities hoard knowledge and keep its secrets to themselves. And some promise their followers that they will gain tremendous power if they unlock the secrets of the multiverse. Followers of these gods study esoteric lore, collect old tomes, delve into the secret places of the earth, and learn all they can. Some gods of knowledge promote the practical knowledge of craft and invention, including smith deities.

- **Channel Divinity: Knowledge of the Ages** – You can use your Channel Divinity to tap into a divine well of knowledge. As a *Minor Action*, you choose one Intelligence or Wisdom based Proficiency. For 10 minutes (20 rounds), you have that Proficiency. If you already have it, gain a +5 to the check.
- **Channel Divinity: Read Thoughts** – You can use your Channel Divinity to read a creature's thoughts. As a *Spell Action* you cast the equivalent of the wizard spell *ESP*.

Life: The Life domain focuses on the vibrant positive energy — one of the fundamental forces of the universe — that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Almost any non-evil deity can claim influence over this domain, particularly agricultural deities, sun gods, gods of healing or endurance, and gods of home and community.

- **Channel Divinity: Preserve Life** – As a *Spell Action*, you present your holy symbol and evoke healing energy. You may use any healing spell at a range of up to 120 feet.
- **Channel Divinity: Turn Undead** – As the Player's Handbook.

Light: Gods of light promote the ideals of rebirth and renewal, truth, vigilance, and beauty, often using the symbol of the sun. Some of these gods are portrayed as the sun itself or as a charioteer who guides the sun across the sky. Others are tireless sentinels whose eyes pierce every shadow and see through every deception. Some are deities of beauty and artistry, who teach that art is a vehicle for the soul's improvement. Finally, some are gods of Fire, opposed to gods of darkness and fear whose Clerics are charged with chasing away evil and burning away darkness.

- **Channel Divinity: Domain Spell** – As a *Spell Action*, cast a spell that involves light or fire that you would have access to if you were your level of Wizard or Priest. You choose one spell at 1st level for this ability and may change it after a Long Rest.
- **Channel Divinity: Radiance of the Dawn** – You can use your Channel Divinity to harness sunlight, banishing darkness and deal radiant damage to your foes. As a *Spell Action*, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Saving Throw vs Death Magic. A creature takes radiant damage equal to 2d10 + your Cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

Nature: Gods of nature are as varied as the natural world itself, from inscrutable gods of the deep forests to friendly deities associated with particular springs and groves. Druids revere nature as a whole and might serve one of these deities, practicing mysterious rites and reciting all-but-forgotten prayers in their own secret tongue. But many of these gods have clerics as well, champions who take a more active role in advancing the interests of a particular nature god. These clerics might hunt the evil monstrosities that despoil the woodlands, bless the harvest of the faithful, or wither the crops of those who anger their gods.

- **Channel Divinity: Nature's Charm** – You can use your Channel Divinity to charm animals and plants. As a *Spell Action*, you present your holy symbol and invoke the name of your deity. Each beast or plant creature that can see you within 30 feet of you must make a Save vs Spells. If the creature fails its saving throw, it is charmed by you for 5 minutes (10 rounds) or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.
- **Channel Divinity: Turn Undead** – As the Player's Handbook.

Tempest: Gods whose portfolios include the Tempest domain govern storms, sea, and sky. They include gods of lightning and thunder, gods of earthquakes, some fire gods, and certain gods of violence, physical strength, and courage. In some pantheons, a god of this domain rules over other deities and is known for swift justice delivered by thunderbolts. In the pantheons of seafaring people, gods of this domain are ocean deities and the

patrons of sailors. Tempest gods send their clerics to inspire fear in the common folk, either to keep those folk on the path of righteousness or to encourage them to offer sacrifices of propitiation to ward off divine wrath.

- **Channel Divinity: Destructive Wrath** – As a [Spell Action](#), cast a spell that involves lightning or storms that you would have access to if you were your level of Wizard or Priest. You choose one spell at 1st level for this ability and may change it after a Long Rest.
- **Channel Divinity: Wrath of the Storm** – As a [Minor Action](#), place a blessing on any creature you can see within 30 feet. For the next 5 rounds, any creature adjacent to your target at the start of your target's turn takes 1d10 lightning or thunder damage (your choice when cast.)

Trickery: Gods of trickery are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They're patrons of thieves, scoundrels, gamblers, rebels, and liberators. Their clerics are a disruptive force in the world, puncturing pride, mocking tyrants, stealing from the rich, freeing captives, and flouting hollow traditions. They prefer subterfuge, pranks, deception, and theft rather than direct confrontation.

- **Channel Divinity: Invoke Duplicity** – You can use your Channel Divinity to create an illusory duplicate of yourself. As a [Spell Action](#), you create a perfect illusion of yourself that lasts for 10 rounds, or until you lose your concentration. The illusion appears in an unoccupied space that you can see within 30 feet of you. As a Minor Action on your turn, you can move the illusion up to 60 feet to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, your duplicate can provide flanking for you or any of your allies.
- **Channel Divinity: Blessing of the Trickster** – As a [Minor Action](#), you touch a willing creature other than yourself and you both gain Advantage on Stealth checks. This blessing lasts for 1 hour or until you use this feature again.

War: War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. In either case, the gods of war watch over warriors and reward them for their great deeds. The clerics of such gods excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers. Gods of war include champions of honor and chivalry as well as gods of destruction and pillage and gods of conquest and domination. Other war gods take a more neutral stance, promoting war in all its manifestations and supporting warriors in any circumstance.

- **Channel Divinity: Crusader's Mantle** – As a [Minor Action](#) you begin to glow with a radiant aura. You and up to two allies that can see you deal an extra 1d6 hit points of Radiant damage to any creature hit with a weapon attack until the start of your next turn.
- **Channel Divinity: Guided Strike** – As a [Minor Action](#), you can grant a creature you can see within 30 feet of you the ability to strike with supernatural accuracy. Once before your next turn, that creature can attack with a +10 bonus to the roll which becomes a Critical Hit if successful.