


EXPERIENCE POINTS

OTHER PROFICIENCIES & LANGUAGES

Total: _____	Total: _____
Total: _____	Total: _____
Total: _____	Total: _____



SPELLCASTING CLASS

WISDOM

SPELLCASTING ABILITY

14

SPELL SAVE DC

6

SPELL ATTACK BONUS

0

CANTRIPS

Guidance

Light

Mending

SPELL LEVEL
SLOTS TOTAL SLOTS EXPENDED

1

4

☐ Cure Wounds

☐ Bless

☐ Identify

☐ Sanctuary

☐ Guiding Bolt

☐ Healing Word

☐

2

3

☐ Spiritual Weapon

☐ Hold Person

3

0

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

Blessing of the Forge

At 1st level, you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

Shelter the Faithful

You and your companions can expect free healing at an establishment of your faith.

Weapon Master

You have practiced extensively with a variety of weapons, gaining the following benefits: Increase your Strength or Dexterity by 1, to a maximum of 20. You gain proficiency with four weapons of your choice. Each one must be a simple or a martial weapon.

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Turn Undead

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Channel Divinity: Artisan's Blessing

Starting at 2nd level, you can use your Channel Divinity to create simple items. You conduct an hour-long ritual that crafts a nonmagical item that must include some metal: a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object (see chapter 5, "Equipment," in the Player's Handbook for examples of these items). The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you. The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual's end, magically forming even nonmetal parts of the creation. The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.

Trick Or Treat!

Gain your choice of +1 to INT, WIS, OR CHA score!

SPELLS

Guidance

Enchantment cantrip

Casting Time: 1 action

Range: Touch

Target: Ally

Components: V S

Duration: Concentration 1 min

Description:

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Target:

Components: V M

Duration: 1 hr

Description:

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Mending

Transmutation cantrip

Casting Time: 1 min

Range: Touch

Target:

Components: V S M

Duration:

Description:

This spell repairs 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.

Cure Wounds

Evocation 1

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S

Duration: Instantaneous

Description:

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. ***At Higher Levels:*** When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

Bless

Enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures of your choice within range

Components: V S M

Duration: Concentration Up to 1 minute

Description:

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Identify

Divination 1

Casting Time: 1 minute

Range: Touch

Target: One object that you must touch throughout the casting of the spell

Components: V S M

Duration: Instantaneous

Description:

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbuéd object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Sanctuary

Abjuration 1

Casting Time: 1 bonus action

Range: 30 feet

Target: A creature within range

Components: V S M

Duration: 1 minute

Description:

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Guiding Bolt

Evocation 1

Casting Time: 1 action

Range: 120 feet

Target: A creature of your choice within range

Components: V S

Duration: 1 round

Description:

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Healing Word

Evocation 1

Casting Time: 1 bonus action

Range: 60 feet

Target: A creature of your choice that you can see within range

Components: V

Duration: Instantaneous

Description:

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d4 for each slot level above 1st.

Abjuration 1

Casting Time:

Range:

Target:

Components: V S M

Duration:

Description:

Spiritual Weapon

Evocation 2

Casting Time: 1 bonus action

Range: 60 feet

Target: See text

Components: V S

Duration: 1 minute

Description:

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

At Higher Levels: When you cast this spell using a spell slot 3rd level or higher, the damage increases by 1d8 for every two slot levels above the 2nd.

Hold Person

Enchantment 2

Casting Time: 1 action

Range: 60 feet

Target: A humanoid that you can see within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.