

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
☐ Dexterity
☐ Constitution
☐ Intelligence
☐ Wisdom
☐ Charisma

CONDITIONAL

SAVING THROWS

- ☐ Acrobatics (Dex)
☐ Animal Handling (Wis)
☐ Arcana (Int)
☐ Athletics (Str)
☐ Deception (Cha)
☐ History (Int)
☐ Insight (Wis)
☐ Intimidation (Cha)
☐ Investigation (Int)
☐ Medicine (Wis)
☐ Nature (Int)
☐ Perception (Wis)
☐ Performance (Cha)
☐ Persuasion (Cha)
☐ Religion (Int)
☐ Sleight of Hand (Dex)
☐ Stealth (Dex)
☐ Survival (Wis)

SKILLS

PASSIVE PERCEPTION

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING

Alert. You can't be surprised while you are conscious. Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

Gunner. You ignore the loading property of firearms. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant. A secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Harbinger of Faith (5/Long Rest). Your Sneak Attack deals radiant damage instead of dealing the damage of the same type as your weapon. If you follow an evil god, it deals necrotic damage instead. Additionally, when you hit a creature with a weapon attack on your turn, you can instill doubt in your target, causing it to question its convictions. The target must make a successful Wisdom saving throw or suffer disadvantage on the next attack it makes within 1 minute.

Dogma Votary. Whenever you make an History or Religion check to recall information about the gods or their worshippers, you are considered proficient in these skills and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Spellcasting. You can cast cleric spells as rituals. You can prepare 9 spells from the cleric spell list. You can use a holy symbol as your spellcasting focus.

Channel Divinity (1/Short Rest).

Turn Undead (Action—Channel Divinity). 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.

Warding Flare (Reaction—5/Long Rest). When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses.

Radiance of the Dawn (Action—Channel Divinity). You present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes 2d10+4 radiant damage 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.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shield

Weapon Proficiencies. Firearms, Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword

Tool Proficiencies. Thieves' tools

Languages. Common, Celestial, Draconic, Elvish, Thieves' Cant

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I quote (or misquote) sacred texts and proverbs in almost every situation.
I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.

PERSONALITY TRAITS

Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)

IDEAL

I will do anything to protect the temple where I served.

BOND

I put too much trust in those who wield power within my temple's hierarchy.

FLAW

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

Dagger +1. This weapon has 4 forms

Cross: You gain +2 to spellcasting on spells

Daggers: These daggers deal half of your sneak attack damage as base damage

Garrote: Just a Garrote

Gun: These guns can create special ammunition crafted from your divine power. You may use 1 spell slot to create a holy bullet. This holy bullet deals 2d10 + your spellcasting mod radiant damage. For each spellslot you use above 1st level, you add an additional 1d10+ your spellcasting mod radiant damage.

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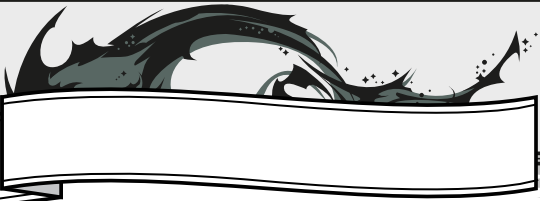
SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

1ST LEVEL 4 SPELL SLOTS

2ND LEVEL 3 SPELL SLOTS

3RD LEVEL 2 SPELL SLOTS

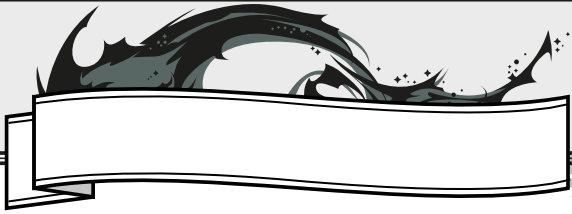


SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

3RD LEVEL

2 SPELL SLOTS



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SPELLCASTING ABILITY	SPELL ATTACK BONUS	SAVING THROW DC	SPELLS TO PREPARE

Challenger's Mark

Enchantment Cantrip

CASTING TIME	1 action
RANGE	5 feet
DURATION	1 round
COMPONENTS	V, M (a weapon)

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you mark the creature until the end of your next turn, below a magical challenge it cannot ignore. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

The next time a creature marked by you with this spell makes an attack roll that doesn't target you while it is within 5 feet of you, it has disadvantage on the attack.

If a creature marked by you with this spell willingly moves more than 30 feet away from you, or if makes an attack that suffers disadvantage from this spell, it immediately takes 1d8 psychic damage, and the spell ends.

At Higher Levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and you add an additional 1d8 to the damage a creature you marked with this spell suffers for moving more than 30 feet away from you or attacking you with the disadvantage imposed by this spell. Both damage rolls increase by 1d8 at 11th level and 17th level.

Spellcasting (Rogue)

The Blackstaff's Codex

Courage

Enchantment Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

You touch a willing creature and strengthen its resolve. Until the end of the creature's next turn, it cannot be frightened. If the target is currently frightened, it can immediately reroll its saving throw if one was required to avoid the condition.

Spellcasting (Rogue)

Grimlore's Grimoire

Guidance

Divination Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

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.

Spellcasting (Rogue)

Player's Handbook

Light

Evocation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, M (a firefly or phosphorescent moss)

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.

Bonus Cantrip (Cleric)

Player's Handbook

Radiant Blast

Evocation Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S

A line of radiant energy 10 feet long and 5 feet wide emanates from you in a direction you choose. Each creature of your choice within the line must succeed on a Constitution saving throw or take 1d8 radiant damage and have disadvantage on opportunity attacks against you until the end of the turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting (Cleric)

Blazing Dawn Player's Companion

Spare the Dying

Necromancy Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Spellcasting (Cleric)

Player's Handbook

Umbraturgy

Transmutation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Up to 1 hour
COMPONENTS	V, S

You compel shadows to create one of the following effects at a point you can see within range:

- The shadow of a creature or object changes size or shape, up to a maximum of double or half its normal size. This effect lasts for up to 1 minute, or until it moves.
- You cause shadows to conceal a creature in dim light or darkness, giving them advantage on their next Dexterity (Stealth) check within the next minute as long as they remain in the dim light or darkness.
- A creature or object's shape becomes either harder or softer, making its form either easier or harder to discern from the shape of the shadow. This effect lasts for up to 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Spellcasting (Cleric)

Dark Arts Player's Companion

Unholy Flame

Evocation Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

A purple flame descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 necrotic damage. The target gains no benefit from cover for this saving throw.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8)

Spellcasting (Cleric)

Grimlore's Grimoire

Bless

1st-level enchantment

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a sprinkling of holy water)

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.

Prepared (Cleric)

Player's Handbook

Burning Hands

1st-level evocation

CASTING TIME	1 action
RANGE	Self (15-foot cone)
DURATION	Instantaneous
COMPONENTS	V, S

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

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.

Light Domain (Cleric)

Player's Handbook

Command

1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 round
COMPONENTS	V

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Spellcasting (Rogue)

Player's Handbook

Cure Wounds

1st-level evocation

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

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.

Prepared (Cleric)

Player's Handbook

Detect Magic

1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Spellcasting (Rogue)

Player's Handbook

Faerie Fire

1st-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Light Domain (Cleric)

Player's Handbook

Healing Word

1st-level evocation

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

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.

Spellcasting (Rogue)

Player's Handbook

Prophesied Strike

1st-level divination

CASTING TIME	1 action
RANGE	5 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a melee weapon)

You cast your mind's eye forward a split second, predicting the best moment for a telling blow. As part of the action used to cast this spell, you must make a melee weapon attack against a creature within range, otherwise the spell fails. You can use your spellcasting ability instead of Strength for the attack and damage bonus for this attack. If the attack hits, it inflicts an additional 2d6 damage of the weapon's type, and the next attack roll made against the target before the end of your next turn is made with advantage.

Spellcasting (Rogue)

The Blackstaff's Codex

Protection from Evil and Good

1st-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (holy water or powdered silver and iron, which the spell consumes)

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Prepared (Cleric)

Player's Handbook

Shield of Faith

1st-level abjuration

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a small parchment with a bit of holy text written on it)

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Prepared (Cleric)

Player's Handbook

Blindness/Deafness

2nd-level necromancy

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	V

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd or higher, you can target one additional creature for each slot level above 2nd.

Prepared (Cleric)

Player's Handbook

Flaming Sphere

2nd-level conjuration

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Light Domain (Cleric)

Player's Handbook

Lesser Restoration

2nd-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Prepared (Cleric)

Player's Handbook

Scorching Ray

2nd-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Light Domain (Cleric)

Player's Handbook

Skystrike

2nd-level evocation

CASTING TIME	1 reaction, when you are falling or after jumping
RANGE	15 feet
DURATION	Instantaneous
COMPONENTS	V, S

Splinter the earth and crack the ground; let storm and fury fast abound.

When you cast this spell, choose a point within range. You teleport to that location and instantly crash to the ground directly beneath that point, accompanied by a flash of lightning. You take no falling damage, but if you land on a creature or a space within 5 feet of a creature, it takes lightning damage equal to the amount of falling damage you would have taken. If you landed on a creature, you immediately move to the nearest open space. If you fell 30 feet or more, you are stunned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you are not stunned when falling.

Prepared (Cleric)

The Compendium of Forgotten Secrets

Spiritual Weapon

2nd-level evocation

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	1 minute
COMPONENTS	V, S

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 of 3rd level or higher, the damage increases by 1d8 for every two slot levels above the 2nd.

Prepared (Cleric)

Player's Handbook

Zone of Truth

2nd-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	10 minutes
COMPONENTS	V, S

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.

Prepared (Cleric)

Player's Handbook

RANGE

ATTACK

DAMAGE

RANGE

ATTACK

DAMAGE

RANGE

ATTACK

DAMAGE

RANGE

ATTACK

DAMAGE

Always on the lookout for danger, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

You have a quick hand and keen eye when employing firearms, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with firearms (see "Firearms" in the Dungeon Master's Guide).
- You ignore the loading property of firearms.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Starting at 3rd level, your Sneak Attack deals radiant damage instead of dealing the damage of the same type as your weapon. If you follow an evil god, it deals necrotic damage instead.

Additionally, when you hit a creature with a weapon attack on your turn, you can instill doubt in your target, causing it to question its convictions. The target must make a successful Wisdom saving throw or suffer disadvantage on the next attack it makes within 1 minute. You can use this feature an amount of times equal to your Wisdom modifier (minimum of 1). You regain all uses after a long rest.

At 3rd level, your studies have given you a wide knowledge of religion and its impact on life. Whenever you make an Intelligence (History or Religion) check to recall information about the gods or their worshipers, you are considered proficient in these skills and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

As a conduit for divine power, you can cast cleric spells.

CANTRIPS
At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

PREPARING AND CASTING SPELLS

The Cleric table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest.

Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a holy symbol as a spellcasting focus for your cleric spells.

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.

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.

Also at 1st level, you can interpose divine light between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Starting at 2nd level, you can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes.

As an 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 Constitution saving throw. 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.