



CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

SPEED

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

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

DEXTERITY

STRENGTH

Athletics ☐

DEXTERITY

Acrobatics ☐
Sleight of Hand ☐
Stealth ☐

CONSTITUTION

INTELLIGENCE

Arcana ☐
History ☐
Investigation ☐
Nature ☐
Religion ☐

INTELLIGENCE

WISDOM

Animal Handling ☐
Insight ☐
Medicine ☐
Perception ☐
Survival ☐

WISDOM

CHARISMA

Deception ☐
Intimidation ☐
Performance ☐
Persuasion ☐

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME AC WEIGHT

SHIELD

ADDITIONAL ITEMS

PP

GP

SP

CP

HIT POINTS

HIT DICE

CURRENT / TOTAL

MAXIMUM

DEATH SAVES

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

TEMPORARY
HIT POINTS

ARMOR
CLASS

PROFICIENCY
BONUS

OTHER PROFICIENCIES

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

AMMUNITION

BASE

LEVEL

DIVINE DOMAIN ☐ 1
CHANNEL DIVINITY (1/REST) ☐ 2
ABILITY SCORE IMPROVEMENT ☐ 4
DESTROY UNDEAD (CR 1/2) ☐ 5
CHANNEL DIVINITY (2/REST) ☐ 6
ABILITY SCORE IMPROVEMENT ☐ 8
DESTROY UNDEAD (CR 1) ☐ 8
DIVINE INTERVENTION ☐ 10
DESTROY UNDEAD (CR 2) ☐ 11
ABILITY SCORE IMPROVEMENT ☐ 12
DESTROY UNDEAD (CR 3) ☐ 14
ABILITY SCORE IMPROVEMENT ☐ 16
DESTROY UNDEAD (CR 4) ☐ 17
CHANNEL DIVINITY (3/REST) ☐ 18
ABILITY SCORE IMPROVEMENT ☐ 19
DIVINE INTERVENTION (NO FAIL) ☐ 20

KNOWLEDGE DOMAIN

BLESSINGS OF KNOWLEDGE ☐ 1
CHANNEL DIVINITY: KOTA ☐ 2
CHANNEL DIVINITY: RT ☐ 6
POTENT SPELLCASTING ☐ 8
VISIONS OF THE PAST ☐ 17

CLASS RESOURCE

CURRENT / MAXIMUM

FEATURES & TRAITS

LANGUAGES

EQUIPMENT

CHARACTER NAME

CLASS & LEVEL

RACE

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PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

DEXTERITY

STRENGTH

Athletics

DEXTERITY

Acrobatics

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Insight

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HIT POINTS

HIT DICE

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DEATH SAVES

TEMPORARY HIT POINTS

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

AMMUNITION

EQUIPMENT

OTHER PROFICIENCIES

BASE

LEVEL

DIVINE DOMAIN

CHANNEL DIVINITY (1/REST)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 1/2)

CHANNEL DIVINITY (2/REST)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 1)

DIVINE INTERVENTION

DESTROY UNDEAD (CR 2)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 3)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 4)

CHANNEL DIVINITY (3/REST)

ABILITY SCORE IMPROVEMENT

DIVINE INTERVENTION (NO FAIL)

LIFE DOMAIN

BONUS PROFICIENCY

DISCIPLE OF LIFE

CHANNEL DIVINITY: PL

BLESSED HEALER

DIVINE STRIKE

SUPREME HEALING

CLASS RESOURCE

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STRENGTH

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Constitution

Intelligence

Wisdom

Charisma

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STRENGTH

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CHARISMA

Deception

Intimidation

Performance

Persuasion

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME

AC

WEIGHT

SHIELD

ADDITIONAL ITEMS

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ARMOR CLASS

HIT POINTS

HIT DICE

PROFICIENCY BONUS

DEATH SAVES

TEMPORARY HIT POINTS

NAME

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OTHER PROFICIENCIES

BASE

LEVEL

DIVINE DOMAIN

CHANNEL DIVINITY (1/REST)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 1/2)

CHANNEL DIVINITY (2/REST)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 1)

DIVINE INTERVENTION

DESTROY UNDEAD (CR 2)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 3)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 4)

CHANNEL DIVINITY (3/REST)

ABILITY SCORE IMPROVEMENT

DIVINE INTERVENTION (NO FAIL)

LIGHT DOMAIN

BONUS CANTRIP

WARDING FLARE

CHANNEL DIVINITY: ROTD

IMPROVED FLARE

POTENT SPELLCASTING

CORONA OF LIGHT

CLASS RESOURCE

FEATURES & TRAITS

LANGUAGES

CLERIC REFERENCE

KNOWLEDGE, LIFE,
AND LIGHT DOMAINS

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DESTROY UNDEAD

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

DESTROY UNDEAD

CLERIC LEVEL	DESTROYS UNDEAD OF CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

BASE FEATURES

SPELLCASTING

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 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 (found in chapter 5) as a spellcasting focus for your cleric spells.

DIVINE DOMAIN

Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. Each domain is detailed at the end of the class description, and each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

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.

BASE FEATURES (cont.)

DIVINE INTERVENTION

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Implying your deity's aid requires you to use your 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 spell 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. At 20th level, your call for intervention succeeds automatically, no roll required.

KNOWLEDGE DOMAIN

KNOWLEDGE DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>command, identify</i>
3rd	<i>augury, suggestion</i>
5th	<i>nondetection, speak with dead</i>
7th	<i>arcane eye, confusion</i>
9th	<i>legend lore, scrying</i>

BLESSINGS OF KNOWLEDGE

At 1st level, you learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

CHANNEL DIVINITY: KNOWLEDGE OF THE AGES

Starting at 2nd level, you can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

CHANNEL DIVINITY: READ THOUGHTS

At 6th level, you can use your Channel Divinity to read a creature's thoughts. You can then use your access to the creature's mind to command it. As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest. If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute. During that time, you can use your action to end this effect and cast the suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

POTENT SPELLCASTING

Starting at 8th level, you add your wisdom modifier to the damage you deal with any cleric cantrip.

VISIONS OF THE PAST

Starting at 17th level, you can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1 minute in meditation and prayer, then receive dreamlike, shadowy glimpses of recent events. You can meditate in this way for a number of minutes equal to your wisdom score and must maintain concentration during that time, as if you were casting a spell. Once you use this feature, you can't use it again until you finish a short or long rest.

Object Reading. Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can spend 1 additional minute for each owner to learn the same information about that creature.

Area Reading. As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

LIFE DOMAIN

LIFE DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>bless, cure wounds</i>
3rd	<i>lesser restoration, spiritual weapon</i>
5th	<i>beacon of hope, revivify</i>
7th	<i>death ward, guardian of faith</i>
9th	<i>mass cure wounds, raise dead</i>

LIFE DOMAIN (cont.)

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor.

DISCIPLE OF LIGHT

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

CHANNEL DIVINITY: PRESERVE LIFE

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

BLESSED HEALER

Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

SUPREME HEALING

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

LIGHT DOMAIN

LIGHT DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>burning hands, faerie fire</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>daylight, fireball</i>
7th	<i>guardian of faith, wall of fire</i>
9th	<i>flame strike, scrying</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the light cantrip if you don't already know it.

WARDING FLARE

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.

CHANNEL DIVINITY: RADIANCE OF THE DAWN

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.

IMPROVED FLARE

Starting at 6th level, you can also use your Warding Flare feature when a creature that you can see within 30 feet of you attacks a creature other than you.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

CORONA OF LIGHT

Starting at 17th level, you can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.



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

DEXTERITY

STRENGTH

Athletics ☐

DEXTERITY

Acrobatics ☐
Sleight of Hand ☐
Stealth ☐

CONSTITUTION

INTELLIGENCE

Arcana ☐
History ☐
Investigation ☐
Nature ☐
Religion ☐

INTELLIGENCE

WISDOM

Animal Handling ☐
Insight ☐
Medicine ☐
Perception ☐
Survival ☐

WISDOM

CHARISMA

Deception ☐
Intimidation ☐
Performance ☐
Persuasion ☐

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

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SHIELD

ADDITIONAL ITEMS

PP

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SP

CP

HIT POINTS

HIT DICE

CURRENT / TOTAL

MAXIMUM

DEATH SAVES

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

TEMPORARY HIT POINTS

ARMOR CLASS

PROFICIENCY BONUS

NAME

RANGE

ATK BONUS

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OTHER PROFICIENCIES

BASE

LEVEL

DIVINE DOMAIN ☐ 1
CHANNEL DIVINITY (1/REST) ☐ 2
ABILITY SCORE IMPROVEMENT ☐ 4
DESTROY UNDEAD (CR 1/2) ☐ 5
CHANNEL DIVINITY (2/REST) ☐ 6
ABILITY SCORE IMPROVEMENT ☐ 8
DESTROY UNDEAD (CR 1) ☐ 8
DIVINE INTERVENTION ☐ 10
DESTROY UNDEAD (CR 2) ☐ 11
ABILITY SCORE IMPROVEMENT ☐ 12
DESTROY UNDEAD (CR 3) ☐ 14
ABILITY SCORE IMPROVEMENT ☐ 16
DESTROY UNDEAD (CR 4) ☐ 17
CHANNEL DIVINITY (3/REST) ☐ 18
ABILITY SCORE IMPROVEMENT ☐ 19
DIVINE INTERVENTION (NO FAIL) ☐ 20

NATURE DOMAIN

ACOLYTE OF NATURE ☐ 1
BONUS PROFICIENCY ☐ 1
CHANNEL DIVINITY: CAAP ☐ 2
DAMPEN ELEMENTS ☐ 6
DIVINE STRIKE ☐ 8
MASTER OF NATURE ☐ 17

CLASS RESOURCE

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STRENGTH

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

DEXTERITY

STRENGTH

Athletics ☐

DEXTERITY

Acrobatics ☐
Sleight of Hand ☐
Stealth ☐

CONSTITUTION

INTELLIGENCE

Arcana ☐
History ☐
Investigation ☐
Nature ☐
Religion ☐

INTELLIGENCE

WISDOM

Animal Handling ☐
Insight ☐
Medicine ☐
Perception ☐
Survival ☐

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CHARISMA

Deception ☐
Intimidation ☐
Performance ☐
Persuasion ☐

CHARISMA

PASSIVE PERCEPTION

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DEATH SAVES

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

TEMPORARY HIT POINTS

ARMOR CLASS

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OTHER PROFICIENCIES

NAME

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BASE

LEVEL

DIVINE DOMAIN ☐ 1
CHANNEL DIVINITY (1/REST) ☐ 2
ABILITY SCORE IMPROVEMENT ☐ 4
DESTROY UNDEAD (CR 1/2) ☐ 5
CHANNEL DIVINITY (2/REST) ☐ 6
ABILITY SCORE IMPROVEMENT ☐ 8
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DESTROY UNDEAD (CR 4) ☐ 17
CHANNEL DIVINITY (3/REST) ☐ 18
ABILITY SCORE IMPROVEMENT ☐ 19
DIVINE INTERVENTION (NO FAIL) ☐ 20

TEMPEST DOMAIN

BONUS PROFICIENCIES ☐ 1
WRATH OF THE STORM ☐ 1
CHANNEL DIVINITY: DW ☐ 2
THUNDERBOLT STRIKE ☐ 6
DIVINE STRIKE ☐ 8
STORMBORN ☐ 17

CLASS RESOURCE

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NAME

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BASE

LEVEL

DIVINE DOMAIN

CHANNEL DIVINITY (1/REST)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 1/2)

CHANNEL DIVINITY (2/REST)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 1)

DIVINE INTERVENTION

DESTROY UNDEAD (CR 2)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 3)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 4)

CHANNEL DIVINITY (3/REST)

ABILITY SCORE IMPROVEMENT

DIVINE INTERVENTION (NO FAIL)

TRICKERY DOMAIN

BLESSING OF THE TRICKSTER

CHANNEL DIVINITY: ID

CHANNEL DIVINITY: COS

DIVINE STRIKE

IMPROVED DUPLICITY

CLASS RESOURCE

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CLERIC REFERENCE

NATURE, TEMPEST,
AND TRICKERY DOMAINS

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DESTROY UNDEAD

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

DESTROY UNDEAD

CLERIC LEVEL	DESTROYS UNDEAD OF CR...
5th	1/2 or lower
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11th	2 or lower
14th	3 or lower
17th	4 or lower

BASE FEATURES

SPELLCASTING

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 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 (found in chapter 5) as a spellcasting focus for your cleric spells.

DIVINE DOMAIN

Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. Each domain is detailed at the end of the class description, and each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

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.

BASE FEATURES (cont.)

DIVINE INTERVENTION

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Implored your deity's aid requires you to use your 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 spell 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. At 20th level, your call for intervention succeeds automatically, no roll required.

NATURE DOMAIN

NATURE DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>animal friendship, speak with animals</i>
3rd	<i>barkskin, spike growth</i>
5th	<i>plant growth, wind wall</i>
7th	<i>dominate beast, grasping vine</i>
9th	<i>insect plague, tree stride</i>

ACOLYTE OF NATURE

At 1st level, you learn one druid cantrip of your choice. You also gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

BONUS PROFICIENCY

Also at 1st level, you gain proficiency with heavy armor.

CHANNEL DIVINITY: CHARM ANIMALS AND PLANTS

Starting at 2nd level, you can use your Channel Divinity to charm animals and plants. As an 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 Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

DAMPEN ELEMENTS

Starting at 6th level, when you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold, fire, or lightning damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

MASTER OF NATURE

At 17th level, you gain the ability to command animals and plant creatures. While creatures are charmed by your Charm Animals and Plants feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

TEMPEST DOMAIN

TEMPEST DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>fog cloud, thunderwave</i>
3rd	<i>gust of wind, shatter</i>
5th	<i>call lightning, sleet storm</i>
7th	<i>control water, ice storm</i>
9th	<i>destructive wave, insect plague</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

WRATH OF THE STORM

Also at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one. 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.

TEMPEST DOMAIN (cont.)

CHANNEL DIVINITY: DESTRUCTIVE WRATH

Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity. When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

THUNDERBOLT STRIKE

At 6th level, when you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target. When you reach 14th level, the extra damage increases to 2d8.

STORMBORN

At 17th level, you have a flying speed equal to your current walking speed whenever you are not underground or indoors.

TRICKERY DOMAIN

TRICKERY DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>charm person, disguise self</i>
3rd	<i>mirror image, pass without trace</i>
5th	<i>blink, dispel magic</i>
7th	<i>dimension door, polymorph</i>
9th	<i>dominate person, modify memory</i>

BLESSING OF THE TRICKSTER

Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

CHANNEL DIVINITY: INVOKE DUPLICITY

Starting at 2nd level, you can use your Channel Divinity to create an illusory duplicate of yourself.

As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 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, 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, given how distracting the illusion is to the target.

CHANNEL DIVINITY: CLOAK OF SHADOWS

Starting at 6th level, you can use your Channel Divinity to vanish. As an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with poison—a gift from your deity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

IMPROVED DUPLICITY

At 17th level, you can create up to four duplicates of yourself, instead of one, when you use Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30 feet, to a maximum range of 120 feet.

CHARACTER NAME

CLASS & LEVEL

RACE

BACKGROUND

SPEED

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

DEXTERITY

STRENGTH

Athletics

DEXTERITY

Acrobatics

Sleight of Hand

Stealth

CONSTITUTION

INTELLIGENCE

Arcana

History

Investigation

Nature

Religion

INTELLIGENCE

WISDOM

Animal Handling

Insight

Medicine

Perception

Survival

WISDOM

CHARISMA

Deception

Intimidation

Performance

Persuasion

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME

AC

WEIGHT

SHIELD

ADDITIONAL ITEMS

PP

GP

SP

CP

ARMOR CLASS

HIT POINTS

HIT DICE

PROFICIENCY BONUS

DEATH SAVES

TEMPORARY HIT POINTS

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

AMMUNITION

EQUIPMENT

OTHER PROFICIENCIES

BASE

LEVEL

DIVINE DOMAIN

CHANNEL DIVINITY (1/REST)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 1/2)

CHANNEL DIVINITY (2/REST)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 1)

DIVINE INTERVENTION

DESTROY UNDEAD (CR 2)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 3)

ABILITY SCORE IMPROVEMENT

DESTROY UNDEAD (CR 4)

CHANNEL DIVINITY (3/REST)

ABILITY SCORE IMPROVEMENT

DIVINE INTERVENTION (NO FAIL)

WAR DOMAIN

BONUS PROFICIENCIES

WAR PRIEST

CHANNEL DIVINITY: GS

CHANNEL DIVINITY: WGB

DIVINE STRIKE

AVATAR OF BATTLE

CLASS RESOURCE

FEATURES & TRAITS

LANGUAGES

CHARACTER NAME

CLASS & LEVEL

RACE

BACKGROUND

SPEED

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

DEXTERITY

STRENGTH

Athletics

DEXTERITY

Acrobatics

Sleight of Hand

Stealth

CONSTITUTION

INTELLIGENCE

Arcana

History

Investigation

Nature

Religion

INTELLIGENCE

WISDOM

Animal Handling

Insight

Medicine

Perception

Survival

WISDOM

CHARISMA

Deception

Intimidation

Performance

Persuasion

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME

AC

WEIGHT

SHIELD

ADDITIONAL ITEMS

PP

GP

SP

CP

ARMOR CLASS

HIT POINTS

HIT DICE

PROFICIENCY BONUS

DEATH SAVES

TEMPORARY HIT POINTS

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

AMMUNITION

EQUIPMENT

OTHER PROFICIENCIES

BASE	LEVEL
DIVINE DOMAIN	1
CHANNEL DIVINITY (1/REST)	2
ABILITY SCORE IMPROVEMENT	4
DESTROY UNDEAD (CR 1/2)	5
CHANNEL DIVINITY (2/REST)	6
ABILITY SCORE IMPROVEMENT	8
DESTROY UNDEAD (CR 1)	8
DIVINE INTERVENTION	10
DESTROY UNDEAD (CR 2)	11
ABILITY SCORE IMPROVEMENT	12
DESTROY UNDEAD (CR 3)	14
ABILITY SCORE IMPROVEMENT	16
DESTROY UNDEAD (CR 4)	17
CHANNEL DIVINITY (3/REST)	18
ABILITY SCORE IMPROVEMENT	19
DIVINE INTERVENTION (NO FAIL)	20

*ARCANA DOMAIN

*ARCANE INITIATE

*CHANNEL DIVINITY: AA

*SPELL BREAKER

*POTENT SPELLCASTING

*ARCANE MASTERY

CLASS RESOURCE

FEATURES & TRAITS

LANGUAGES

CLERIC REFERENCE

WAR AND DIVINE (SCAG *)

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DESTROY UNDEAD

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

DESTROY UNDEAD

CLERIC LEVEL	DESTROYS UNDEAD OF CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

BASE FEATURES

SPELLCASTING

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 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 (found in chapter 5) as a spellcasting focus for your cleric spells.

DIVINE DOMAIN

Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. Each domain is detailed at the end of the class description, and each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

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.

BASE FEATURES (cont.)

DIVINE INTERVENTION

Beginning at 10th level, 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 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 spell 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. At 20th level, your call for intervention succeeds automatically, no roll required.

WAR DOMAIN

WAR DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>divine favor, shield of faith</i>
3rd	<i>magic weapon, spiritual weapon</i>
5th	<i>crusader's mantle, spirit guardians</i>
7th	<i>freedom of movement, stoneskin</i>
9th	<i>flame strike, hold monster</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

WAR PRIEST

From 1st level, your god delivers bolts of inspiration to you while you are engaged in battle. When you use the Attack action, you can make one weapon attack as a bonus action. 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.

CHANNEL DIVINITY: GUIDED STRIKE

Starting at 2nd level, you can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

CHANNEL DIVINITY: WAR GOD'S BLESSING

At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

AVATAR OF BATTLE

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

*ARCANA DOMAIN

*ARCANA DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>detect magic, magic missile</i>
3rd	<i>magic weapon, Nystul's magic aura</i>
5th	<i>dispel magic, magic circle</i>
7th	<i>arcane eye, Leomund's secret chest</i>
9th	<i>planar binding, teleportation circle</i>

*ARCANE INITIATE

When you choose this domain at 1st level, you gain proficiency in the Arcana skill, and you gain two cantrips of your choice from the wizard spell list. For you, these cantrips count as cleric cantrips.

*CHANNEL DIVINITY: ARCANE ABJURATION

Starting at 2nd level, you can use your Channel Divinity to abjure otherworldly creatures.

As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend of your choice that is within 30 feet of you must make a Wisdom saving throw, provided that the creature can see or hear you. 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 end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can only use 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.

After you reach 5th level, when a creature fails its saving throw against your Arcane Abjuration feature, the creature is banished for 1 minute (as in the banishment spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the Arcane Banishment table.

ARCANE BANISHMENT

CLERIC LEVEL	BANISHES CREATURES OF CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

*SPELL BREAKER

Starting at 6th level, when you restore hit points to an ally with a spell of 1st level or higher, you can also end one spell of your choice on that creature. The level of the spell you end must be equal to or lower than the level of the spell slot you use to cast the healing spell.

*POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

*ARCANE MASTERY

At 17th level, you choose four spells from the wizard spell list, one from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.