

# Contents

<b>1 Overview</b>	<b>1</b>
<b>2 Light Cleric Features</b>	<b>1</b>
2.1 Spells	1
2.1.1 Cantrips	1
2.1.2 1st Level	1
2.2 Warding Flare	2
2.3 Channel Divinity	2
2.3.1 Turn Undead	2
2.3.2 Harness Divine Power	2
2.3.3 Radiance of the Dawn	2
<b>3 Feats</b>	<b>2</b>
<b>4 Magic Items</b>	<b>2</b>
<b>5 Build Audit</b>	<b>2</b>
5.1 Character Creation	2
5.2 Levels	3

## 1 Overview

- 22 HP max
- Stats: 14-12-16-11-14-12
- Skills: Investigation, Religion, Insight, Persuasion

## 2 Light Cleric Features

- 4 cantrips
- 2 Level 1 spell slots
  - 4 prepared spells ( $\text{WIS} + \text{cleric level} = 2 + 2$ )
  - Spell save DC 12 ( $8 + \text{WIS} + \text{proficiency} = 8 + 2 + 2$ )
  - Ritual casting

### 2.1 Spells

As of 6/3/21, 4/4 prepared

#### 2.1.1 Cantrips

- Sacred Flame
- Toll the Dead
- Word of Radiance
- *Light*

#### 2.1.2 1st Level

- Command
- Cure Wounds
- Detect Magic
- Guiding Bolt
- *Burning Hands*
- *Faerie Fire*

## 2.2 Warding Flare

- 2 (WIS) uses, recharges on long rest
- Trigger: attacked by creature within 30 feet that you can see
- Uses *reaction* to impose disadvantage on attack roll
- Doesn't affect blinded enemies

## 2.3 Channel Divinity

- 1 use per short/long rest
- Three options

### 2.3.1 Turn Undead

- **Action**
- Undead within 30 feet make WIS save
- Fail: turned for 1 minute or until taking any damage
  - Must spend turns trying to get as far away as possible
    - \* Dash by default if possible
    - \* If immobile, must try to become mobile
    - \* If nowhere to move, take Dodge action
  - Can't willingly move within 30 feet of you
  - Can't take reactions

### 2.3.2 Harness Divine Power

- **Bonus action**
- Regain expended spell slot
- Max spell slot level: 1 (ceiling[PB / 2])
- Usable once per long rest (increases at 6th and 18th level)

### 2.3.3 Radiance of the Dawn

- **Action**
- 30 foot radius
- Dispels magical darkness
- Hostile creatures make CON save
  - Fail:  $2d10 + 2$  ( $2d10 + \text{cleric level}$ ) damage
  - Success: halved damage
  - Doesn't affect creatures behind total cover

## 3 Feats

None

## 4 Magic Items

None

## 5 Build Audit

### 5.1 Character Creation

- Stats: Point buy 13-11-15-10-13-11

- Race: Human
- Background: Lucent Luminescence is an Acolyte who devotedly serves the God of Light. Lucent idolizes a particular hero of their faith, a martyr named John Dark who gave his life for the light. Lucent does not know the truth of John's death. He was burned at the stake by his church. Lucent was given an empty reliquary that once housed the burning heart of John Dark, and Lucent would die to recover this ancient relic of their faith.
  - Investigation, Religion proficiencies?

## 5.2 Levels

### 1. Light Cleric 1

- 11 HP (max d8 + CON = 8 + 3)
- Proficiencies
  - Skills (Insight, Persuasion?)
  - WIS, CHA saves
  - Light/medium armor, shields, simple weapons
- Equipment
  - Mace
  - Scale mail
  - Light crossbow
  - Priest's pack
  - Shield and holy symbol
- Spellcasting
  - 3 cleric cantrips (Sacred Flame, Toll the Dead, Word of Radiance)
  - 3 (WIS + cleric level) cleric spells (Command, Cure Wounds, Guiding Bolt)
  - 1 light domain cantrip (Light)
  - 2 domain spells (Burning Hands, Faerie Fire)
- Warding Flare (Light Domain)
  - 2 (WIS) uses, recharges on long rest
  - Trigger: attacked by creature within 30 feet that you can see
  - Uses *reaction* to impose disadvantage on attack roll
  - Doesn't affect blinded enemies

### 2. Light Cleric 2

- 11 -> 22 HP (d8 + CON = 8 + 3)
- Channel Divinity (once per rest)
  - Turn Undead
  - Harness Divine Power
  - Radiance of the Dawn
- Up to 4 spells prepared (new: Detect Magic)