

W:PE

Cleric Class

Hearts: 10 + 2 per level

LVL	♥	XP
1	12	100
2	14	100
3	16	200

Level 1

Skills



Crosshairs: Hard crosshairs, crosshairs, heavy crosshairs.



Magik: casting spells, reading runes, etc.



Insight: vibe check, notice emotions, pick up context clues.



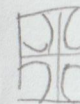
Medicine: Creating medicine, diagnosing injury, applying first aid.

Lay on Hands



You have a pool of 10 healing to draw from, healing 1 or more each time you use this ability. If a creature has just died, you may expend 1 healing to repeat their death save. Healing restores on a rest.

Bless



You use your action to bless a creature. For the next minute, they add a blessing die (D6) to all their D20 rolls. You may bless one creature at a time. You may bless twice per level. Blessings restore after each rest.



Level	Blessings Per Rest
1	2
2	4
3	6

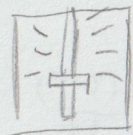
Level 2 Specialty



Exorcist: You may use one blessing to turn a container of water holy. Holy water deals 3d6 when splashed on a demon, devil, undead, ~~foe~~, or humanoid imbued with any form of evil magic. Holy water lifts curses.



Healer: You may use a blessing to heal a creature 2d6 by touch, or 1d6 within 60ft.



Holy Weapon: You may use a blessing to conjure a flying sword which has a +2d6 to hit and deals 2d6 on a hit. The sword lasts one minute, and shares your turn.

Level 3: Your magic skill bonus is now +3d6. You may use one blessing to cast any of the following spells.



Aid: Heal creature 1d6. May heal above max hearts. Must touch.



Dispel Magic: End one spell or magic effect. Target may resist with contested magic check.



Inflict Wounds: Touch. Target saves to halve 4d6.



Locate Creature: For one hour, you know the general direction of a creature. May be one specific creature, or one type of creature. Range:



Truth: Creature saves, or must answer questions honestly for one hour.



Guiding bolt: Ranger 3d6. On hit, target is marked and attacks against it have advantage. Mark ends at start of next turn.