Level 1

Spellcasting

- You know 3 Tier 0 Spells that you can cast at will (see Cleric Spell Book).
- You can cast 2 Tier 1 Spells per day.

Level 2

Spellcasting Upgrade

• You can cast 3 Tier 1 Spells per day.

Defensive Fighting Style

• You gain a permanent +1 bonus to your AC.

Level 3

Spellcasting Upgrade

- You can cast 4 Tier 1 Spells per day.
- You can cast 2 Tier 2 Spells per day.

Guided Strike (once per day)

• You strike with supernatural accuracy. You can use your action to invoke this ability. When you make your *next attack*, you gain a +10 attack bonus to the roll, on top of your usual attack modifier.

Level 4

Spellcasting Upgrade

- You learn one additional Tier 0 Spell (total of 4).
- You can cast 3 Tier 2 Spells per day.

Ability Score Upgrade

• Increase one ability <u>score</u> by 2, or increase two ability <u>scores</u> by 1 each, up to a maximum of 18. Check to see if the ability <u>modifier(s)</u> also change.

Level 5

Spellcasting Upgrade: Divination (once per day)

• You ask the universe a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply.

Proficiency Upgrade

- Your attack modifiers all increase by +1.
- Every skill or saving throw that has a filled in circle increases by +1.
- Your special spellcasting numbers on the front cover of the Cleric Spell Book both increase by +1.

CLERIC

■ HERO BOOKLET ■

What is your	name, hero?
What is the fi	rst thing people notice about you?
Level	* You gain new skills and abilities over time, as shown on the back cover of this booklet.

CON modifier every time you level up.

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[&]quot;Heroes Without the Handbook" is by Jason Ermer and available at www.mythematics.org/heroes.