

CLERIC LEVEL UP TABLE (LIFE DOMAIN)

LEVEL	PROFICIENCY BONUS	FEATURES	CANTRIPS KNOWN
1st	+2	-	3
2nd	+2	Channel Divinity (1/rest), Divine Domain Feature	3
3rd	+2	-	3
4th	+2	Ability Score Improvement	4
5th	+3	Destroy Undead (CR 1/2)	4
6th	+3	Channel Divinity (2/rest), Divine Domain Feature	4
7th	+3	-	4
8th	+3	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain Feature	4
9th	+4	-	4
10th	+4	Divine Intervention	5
11th	+4	Destroy Undead (CR 2)	5
12th	+4	Ability Score Improvement	5
13th	+5	-	5
14th	+5	Destroy Undead (CR 3)	5
15th	+5	-	5
16th	+5	Ability Score Improvement	5
17th	+6	Destroy Undead (CR 4), Divine Domain Feature	5
18th	+6	Channel Divinity (3/rest)	5
19th	+6	Ability Score Improvement	5
20th	+6	Divine Intervention Improvement	5

SPELLSLOTS PER LEVEL

LEVEL	1	2	3	4	5	6	7	8	9
1st	2	-	-	-	-	-	-	-	-
2nd	3	-	-	-	-	-	-	-	-
3rd	4	2	-	-	-	-	-	-	-

LEVEL	1	2	3	4	5	6	7	8	9
4th	4	3	-	-	-	-	-	-	-
5th	4	3	2	-	-	-	-	-	-
6th	4	3	3	-	-	-	-	-	-
7th	4	3	3	1	-	-	-	-	-
8th	4	3	3	2	-	-	-	-	-
9th	4	3	3	3	1	-	-	-	-
10th	4	3	3	3	2	-	-	-	-
11th	4	3	3	3	2	1	-	-	-
12th	4	3	3	3	2	1	-	-	-
13th	4	3	3	3	2	1	-	-	-
14th	4	3	3	3	2	1	1	-	-
15th	4	3	3	3	2	1	1	-	-
16th	4	3	3	3	2	1	1	1	-
17th	4	3	3	3	2	1	1	1	-
18th	4	3	3	3	2	1	1	1	1
19th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1

Divine Domain Features (LIFE DOMAIN)

LEVEL	SPELLS
1st	Bless, Cure Wounds
3rd	Lesser Restoration, Spiritual Weapon
5th	Beacon of Hope, Revivify
7th	Death Ward
9th	Mass Cure Wounds, Raise Dead

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.

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.

Preserve Life:

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.
