

CLERIC SPELLCASTING MASTERY

Class Function

Combat Training: Light Armor, Light Shields

Spell List: When you learn a new Spell, you can choose any Spell on the Divine Spell List.

Cantrips and Spells Known: The number of Cantrips and Spells you know increases as shown in the Cantrips Known column and the Spells Known column of the Cleric Class Table.

Mana Points: Your maximum number of Mana Points increases as shown in the Mana Points column of the Cleric Class Table.

CLERIC ORDER

Level 1 Feature

Your connection to your deity grants you the following benefits:

- **Divine Damage:** Choose an Elemental or Mystical damage type. The chosen damage type becomes your Divine Damage which is used for some Cleric Features.
- **Divine Domain:** You gain the benefits of 2 Divine Domains of your choice.

Knowledge

Your Mastery Limit increases by 1 for all Knowledge Skills. A Skill can only benefit from 1 Feature that increases its Mastery Limit at a time. Additionally, you gain 2 Skill Points.

CLERIC ORDER (CONT'D)

Level 1 Feature

Magic

You gain the benefits listed below. You can choose this Divine Domain multiple times.

- Your maximum MP increases by 1.
- Choose a Spell Tag (such as Fire, Holy, or Undeath). You learn 1 Spell with the chosen Spell Tag, and when you learn a new Spell you can choose any Spell that also has the chosen Spell Tag.

Divine Damage Expansion

When you deal damage with a Spell you can convert the damage to your Divine Damage type. Additionally, you gain Resistance (1) to your Divine Damage type.

CLERIC ORDER (CONT'D)

Level 1 Feature

Life

When you produce an MP Effect that restores HP to at least 1 creature, you can restore **1 HP** to 1 creature of your choice within 1 Space of you (including yourself).

Death

Enemy creatures within 10 Spaces of you take an additional **1** damage from Attacks while they're **Well-Bloodied**.

Grave

Allied creatures within 10 Spaces of you take **1** less damage from Attacks while they're **Well-Bloodied**.

CLERIC ORDER (CONT'D)

Level 1 Feature

Light

When you produce an MP Effect that targets at least 1 creature, you can force 1 target of your choice to make a Might or Charisma Save (their choice).

Failure: Until the end of their next turn, they shed a 1 Space Aura of Bright Light and are **Hindered** on their next Attack.

War

You gain Combat Training with Weapons and access to Attack Maneuvers.

Peace

You gain Combat Training with Heavy Armor and Heavy Shields and learn 1 Defensive Maneuver of your choice.

CLERIC ORDER (CONT'D)

Level 1 Feature

Dark

Your mastery over shadows grants you supernatural sight and the ability to hide yourself from other creatures. You gain the following benefits:

- You gain 10 Space Darkvision. If you already have Darkvision it increases by 5 Spaces.
- While in an area of Dim Light, you can take the Hide Action to Hide from creatures that can see you. On a Success, you remain **Hidden** until you move or the area you're in becomes Bright Light.

Ancestral

You get 2 Ancestry Points that you can spend on Traits from any Ancestry.

CLERIC ORDER (CONT'D)

Level 1 Feature

Order

Once per turn, when a creature you can see within 10 Spaces of you makes a Check, you can spend **1 AP** as a Reaction to remove all instances of ADV and DisADV from that Check.

Chaos

When you make a Spell Check you can choose to give yourself ADV on it, but you must also roll on the Wild Magic Table. You can use this Feature once per Long Rest, and regain the ability to use it again when you roll for Initiative.

CLERIC ORDER (CONT'D)

Level 1 Feature

Divination

You gain the following benefits:

- You can't be **Flanked**.
- When you spend MP, you gain the ability to see Invisible creatures and objects until the start of your next turn.

Trickery

When you produce an MP Effect that targets at least 1 creature, you can choose 1 of the targets and create an illusory duplicate of it that lasts until the start of your next turn. The next Attack made against the target has DisADV, and causes the illusory duplicate to disappear.



DIVINE BLESSING

Level 1 Feature

You can spend **1 AP** to say a prayer and petition your deity for their divine blessing. Choose 1 of the blessings listed below. Each blessing has a listed MP cost that you must spend to gain the blessing. Once during the next minute, you can apply the blessing to a Spell you cast. If your Spell targets more than 1 creature, the blessing only applies to 1 target of your choice.

• **Destruction:** (1 MP) The target takes **3** Divine damage, provided that the result of your Spell Check is equal to or higher than the target's MD. If the Spell doesn't normally require a Spell Check, then you must make one when you apply this blessing.

DIVINE BLESSING (CONT'D)

Level 1 Feature

• **Guidance:** (1 MP) The target gains a **d8** Help Die that they can add to 1 Check of their choice they make within the next minute.

• **Restoration:** (1 MP) The target regains **3 HP**.

Unused Blessing: You can only have 1 blessing at a time. If you petition your deity for a blessing while you already have a blessing, the first blessing immediately ends without granting any benefit. If the blessing ends without granting any benefit, you regain the MP spent to gain the blessing.

DIVINE OMEN

Level 1 Feature (flavor)

Once per Long Rest, you can spend 10 minutes to commune with your Deity.

Question

You can ask them 1 question, which must be posed in a way that could be answered with a yes or no.

Response

The deity responds to the best of their knowledge and intentions in one of the following responses: Yes, No, or Unclear. A response of Unclear could come from the deity not knowing the answer, wanting to purposefully keep it a secret, the question being phrased in a confusing or complicated way, or there not being a simple answer to the question.

DIVINE OMEN (CONT'D)

Level 1 Feature (flavor)

Communing Again: If you commune with your deity more than once per Long Rest, you must make a **DC 15** Spell Check. **Failure:** You receive no answer. Each time you commune again before you complete a Long Rest, the DC increases by **5**.

CHANNEL DIVINITY

Level 2 Feature

You gain the ability to channel the direct power of your deity. When you use this Feature, choose 1 of the options below. You can use this Feature once per Short Rest.

Divine Rebuke

You can spend **2 AP** to censure all creatures of your choice who can see or hear you within 5 Spaces. Make a Spell Check against each target's MD, and each target makes a Repeated Mental Save against your Save DC. **Attack Hit:** The target takes Divine Damage equal to your Prime Modifier. **Save Failure:** The target becomes **Intimidated** by you for 1 minute or until it takes damage again.

CHANNEL DIVINITY (CONT'D)

Level 2 Feature

Lesser Divine Intervention

You can spend **2 AP** to call on your deity to intervene on your behalf when your need is great to replenish you and your allies. Make a **DC 15** Spell Check.

Success: You gain a pool of healing equal to your Prime Modifier that you can use to restore HP to any number of creatures within 5 Spaces, distributing the HP among them. Additionally, you regain **1 MP**. **Success (each 5):**

Increase the amount healed by an amount equal to your Prime. **Failure:** You can only gain a pool of healing equal to your Prime Modifier.

VANQUISH HERESY

Level 3 Subclass Feature

You gain the following benefits:

Iron Resolve: You have ADV on Saves and Checks made to resist the **Charmed, Intimidated, and Taunted** Conditions.

Rebuke Heretics: Creatures **Intimidated** by your Divine Rebuke (Channel Divinity) don't stop being **Intimidated** if they take damage.

You gain the following Divine Blessing:

• **Chastise:** (1 MP) The target is branded as a heretic for 1 minute. You have ADV on Insight and Intimidation Checks made against the creature and you deal **+1** Divine Damage to it with your Attacks.

DIVINE INTERROGATOR

Level 3 Subclass Feature (flavor)

Once per Long Rest, you can interrogate a creature by asking it a Yes or No question. It makes a Charisma Save against your Save DC. **Failure:** It can't tell a lie to the question that you asked it. It can choose not to answer at all, but if it does answer it must be either, "Yes," "No," or "I don't know."



SANCTIFICATION

Level 3 Subclass Feature

You gain the following benefits:

- **Divine Barrier:** When you spend MP to heal a creature beyond their HP maximum, they gain an amount of Temp HP equal to the remaining healing. Any Temp HP gained in this way expires after 1 minute.
- **Spare the Dying:** When you spend MP to heal a creature on Death's Door, the HP restored is increased by an amount equal to your Prime Modifier.

SANCTIFICATION (CONT'D)

Level 3 Subclass Feature

You gain a new **Channel Divinity** option:

Hand of Salvation

When another creature that you can see within 5 Spaces would be Hit by an Attack, you can spend **2 AP** as a Reaction to magically pull the creature to an unoccupied Space within 1 Space of you, provided the creature is willing. The Attack misses and has no effect, and the creature is immune to all damage during this movement.

ALL THAT AILS

Level 3 Subclass Feature (flavor)

You have an understanding and divine guidance when attempting to learn what is ailing a creature. You have ADV on Checks made to identify or determine the effects of a Disease, Poison, or Curse affecting a creature.

BOUNTIFUL BLESSINGS

Level 3 Subclass Feature

Requirement: Divine Blessing, Level 3
When Combat starts, you immediately gain a Blessing of your choice for free. Additionally, you can have **2 Blessings** at the same time, but you can't apply both to the same creature at once.

DIVINE CLEANSE

Level 3 Subclass Feature

Requirement: Channel Divinity, Level 3

You gain the following benefits:

Saving Grace: When a creature you can see within 10 Spaces fails a Save, you can spend **1 AP** as a Reaction to make a Spell Check against the effect's Save DC or the opposing creature's Check. **Success:** The creature Succeeds their Save instead.

Cleansing Intervention: When a creature benefits from your **Lesser Divine Intervention**, they're cured of 1 of the following afflictions of their choice: Curse, Disease, **Blinded**, **Deafened**, or **Poisoned**. The Spell Check you made must be higher than the DC of the effect (if there is one) to cure the ailment.

