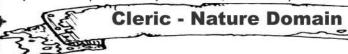
23/62	CLERIC - Nati	men // The	7	
3.5	Cleric Leve	el:	CHARACTER NAME	
	Channel Divinity Total Used Rese Short of Long Re	Destroys Undead of CR	Spell Save DC Spell A Modi 8++_= =+_+_+ P.B. WIS MISC. P.B. WIS	=
	Cantrips Known Prep	vells pared (min 1)	Domain Feature: Total Used WIS (min 1)	Reset on Long Rest War: War Priest
	Regain spell slot Your domain spe	7	the Player's Handbook for the Cleric's Spell List. ount against your number of prepared spells.	
	LVL Spell	Domain Page	Spells LVL Spell	Page
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3rd LVL				
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		Cleric's Sp	pell List	
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Nature Domain Spells LVL 1, 3, 5, 7, 9 LVL 1 - animal friendship, speak with animals LVL 3 - barkskin, spike growth LVL 5 - plant growth, wind wall LVL 7 - dominate beast, grasping vine LVL 9 - insect plague, tree stride	NOTES:
Always have prepared. Don't count against the number of spells per day.	
Acolyte of Nature LVL 1	
You get one druid cantrip of your choice.	
Bonus Proficiency LVL 1	
You again proficiency in one of the following skills : Animal Handling, Nature, or Survival. You gain proficiency with heavy armor.	
Channel Divinity LVL 2 (1/rest), 6 (2/rest), 18 (3/rest)	
You can use Channel Divinity to Turn Undead	
Turn Undead: All undead within 30 feet make WIS saving throw or flee for 1 minute or until it takes damage. At higher	
levels, undead of a certain challenge rating (CR) or lower that	
fail their save are destroyed. LVL 5 CR 1/2, LVL 8 CR 1, LVL	
11 CR 2, LVL 14 CR 3, LVL 17 CR 4	
Charm Animals and Plants LVL 2 can use Channel Divinity to:	
As an action-	
Each beast or plant creature that can see you within 30 feet of	
you must make a WIS save or be charmed by you for 1 minute or until it takes damage. While charmed, it is friendly to you	
and others you designate.	
Ability Score Improvement LVL 4, 8, 12, 16 and 19	
Ability Score Improvement LVL 4, 8, 12, 16 and 19 Increase one ability score by 2, or two ability scores by 1, to a	
maximum score of 20. Or select one feat.	
Dampen Elements LVL 6	
When you or a creature within 30 feet of you takes acid, cold,	
fire, lightning, or thunder damage, you can use your reaction to grant resistance against that instance of the damage.	
Divine Strike [(1/turn) When you hit a with a weapon attack, you deal an	
extra +1d8 cold, fire, or lightning damage (your choice). When	
you reach 14th level, it increases to +2d8.	
Divine Intervention LVL 10, 20	
As an action.	
(1/seven days if successful, otherwise 1/long rest)	
Roll your cleric level or lower on 1d20 for your deity to	
intervene on your behalf (DM chooses what your deity does). No roll required (automatic success) when you reach LVL 20.	
Master of Nature	
While charmed by your Charm Animals and Plants feature,	
you can take a bonus action on your turn to verbally command	
what each of those creatures will do on its next turn.	