CLERIC - Tempest Domain

Cleric Level: ☐

CHARACTER NAME

Channel Divinity
Total Used Reset
○○○ Short or Long Rest

Turn Undead
Destroys Undead of CR
5th LVL =1/2, 8th=1, 11th=2, 14th=4

Spell Save DC
8+☐+☐+☐=
P.B. WIS MISC.

Spell Attack Modifier
☐+☐+☐=
P.B. WIS MISC.

LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier

Cantrips Known

Spells Prepared
☐+☐=
WIS LVL (min 1)

Domain Feature: _____
Total Used Reset
○○○ on Long Rest
WIS (min 1) ○○○
Light: Warding Flare, **War:** War Priest

SPELLS

Regain spell slots after a long rest. See page 207 in the Player's Handbook for the Cleric's Spell List.
Your domain spells are always prepared and don't count against your number of prepared spells.

Domain Spells

	LVL	Spell	Page	LVL	Spell	Page
1st LVL						
3rd LVL						
5th LVL						
7th LVL						
9th LVL						

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page

Cleric's Spell List

Prepared	LVL	Spell	Page	Prepared	LVL	Spell	Page
☐				☐			
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Cleric - Tempest Domain

CHARACTER NAME

Tempest Domain Spells — LVL 1, 3, 5, 7, 9

LVL 1 - *fog cloud, thunderwave*
LVL 3 - *gust of wind, shatter*
LVL 5 - *call lightning, sleet storm*
LVL 7 - *control water, ice storm*
LVL 9 - *destructive wave, insect plague*

Always have prepared. Don't count against the number of spells per day.

Bonus Proficiency — LVL 1

You gain proficiency with martial weapons and heavy armor.

Wrath of the Storm — LVL 1

As a reaction, (number of times = WIS mod./long rest)
When a creature within 5 ft. that can see you attacks you, it takes 2d8 lightning or thunder damage (your choice), or half damage on a successful DEX save.

☼ 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

☼ Destructive Wrath — LVL 2

can use **Channel Divinity** to:

Deal maximum damage, instead of rolling when you do lightning or thunder damage.

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.

Thunderbolt Strike — LVL 6

When you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

Divine Strike — LVL 8

(1/turn) When you hit a with a weapon attack, you deal an extra +1d8 thunder damage. 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.

Stormborn — LVL 17

You have a flying speed equal to your current walking speed whenever you are not underground or indoors.

NOTES: