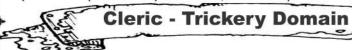
Ser Co	LERIC - Tri	ckery Do	main			
3.54	Cleric Le	vel:		CHARACTER NAME		
1	Channel Divin	ity Tur	n Undead	3	Spell Save DC	Spell Attack Modifier
		nort or	/2, 8th=1, 11th=2, 14th=4	8	3+++=	++= P.B. WIS MISC.
<b>&gt;</b> **		Wisdom Modifier, P.B. = P Spells	roficiency Bonus, MISC. = Mis	cellaniuos or Mag	100000000000000000000000000000000000000	ain Feature:
1	Known Pr	epared			То	O O O on
•	Wis	LVL (min 1)		3		(min 1) Cong Rest
			SPEL	LS		
	Regain spell Your domain	slots after a long re spells are always	est. See page 207 in the prepared and don't co	e Player's Ha	andbook for the Cleric's Spour number of prepared sp	pell List. pells.
	LVL Spell		<b>Domain</b> Page	Spells LVL Spel		Page
1st LVL						
3rd LVL						
5th LVL						
7th LVL						
9th LVL				سليا		
Cantrip		Page Cantrip	Known Car	itrips <sub>Pa</sub>	ige Cantrip	Pag
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repared LVL	Spell		Cleric's Sp Page Prepa	<b>ell List</b> red LVL Spe	ell	Pag
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3 3 3 3 3	•	CHARACTER NAME
Trickery Domain Spells  LVL 1 - charm person, disguise sel  LVL 3 - mirror image, pass without to  LVL 5 - blink, dispel magic  LVL 7 - dimension door, polymorph  LVL 9 - dominate person, modify me	emory	NOTES:
spells per day.  Blessing of the Trickster You can use your action to touch a v yourself to give it advantage on Dex This blessing lasts for 1 hour or unti again.	willing creature other than terity (Stealth) checks.	
You can use Channel Divinity to Turn Undead: All undead within 30 throw or flee for 1 minute or until it to levels, undead of a certain challenge fail their save are destroyed. LVL 5 of 11 CR 2, LVL 14 CR 3, LVL 17 CR 4	feet make WIS saving akes damage. At higher e rating (CR) or lower that CR 1/2, LVL 8 CR 1, LVL	
can use Channel Divinity to: as an action, duration: concentration Create an illusion of yourself, up to 30 ft. with bonus action (must ren You can cast spells as though you w When you and your illusion are with can see tha illusion, you have adv. or	30 ft away. Can move it up nain within 120 ft of you). were in the illusion's space. in 5 ft of a creature that	
Ability Score Improvement Increase one ability score by 2, or to	vo ability scores by 1, to a	
maximum score of 20. Or select one  Cloak of Shadows  As an action, you become invisible turn. You become visible if you attact	LVL 6 until the end of your next	
<b>Divine Strike</b> (1/turn) When you hit a with a weap extra +1d8 poison damage. When yincreases to +2d8.		
Divine Intervention As an action, (1/seven days if successful, otherwi	LVL 10, 20 se 1/long rest)	
Roll your cleric level or lower on 1d2 intervene on your behalf (DM choos No roll required (automatic success	es what your deity does).	
Improved Duplicity You can create up to four duplicates one, when you use Invoke Duplicity. turn, you can move any number of t maximum range of 120 feet	As a bonus action on your	