35. JE	dia.	Ä	Cler	ic L	evel:		Ulan	(S)	IARACTE	R NAME	•••••	••••		l
Channel D Total Used		Divi	Reset Short or		n Undead is Undead of CR 2. 8th=1, 11th=2, 14th=4		·	Spell Save DC 8+++_= P.B. WIS MISC. Spell At Modifi			ttack ifier = _{MISC.}			
T		Car	itrips own	P	Spells repare	s ed	~			or Magical Mo	odifier	Domain F Total WIS (min	Used (1)	Reset on Long Rest War: War Priest
		(Reg	ain spe	ell slots aft	er a long re	3	207 in the	200	's Handb	ook for the Cleri number of prepa		TEN	
		LVL :		uoma	ш эренэ а	re aiways p	Do	main S	pell LVL	S	iumber of prepa	ireu speii	5.	Page
1st LV	1		эрсп					luge		орон				lugo
3rd LV	/L													
5th LV	'L													
7th LV	'L													
9th LV	'L				-									
ntrip					Page	Cantrip	Know	n Cant	rips	Page	Cantrip			Page
							1000 CO	2000						
pared L	.VL	Spell					Cleri	c's Spel ge Prepare	I Li	st Spell				Page
										•				
									2 - 1					
		0												
									2 2					
		1						- □						
		0							a 2					
		Ü												_
		2						$\dashv \; \vdash$	5 H					
		i.						$\dashv \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$	9 9					
		3						┦ 片	å 31					2 2
								$\dashv \vdash$						
								\dashv \vdash						_
							1		1 1					1



Cleric - War Domain



	War Domain Spells LVL 1, 3, 5, 7, 9 LVL 1 - divine favor, shield of faith	NOTES:
	LVL 3 - magic weapon, spiritual weapon	
	LVL 5 - crusader's mantle, spirit guardians	
	LVL 7 - freedom of movement, stoneskin LVL 9 - flame strike, hold monster	
	LVL 9 - name strike, noid monster	
	Always have prepared. Don't count against the number of	
	spells per day.	
	Bonus Proficiencies LVL 1	
	You gain proficiency with martial weapons and heavy armor.	
	War Priest LVL 1	
	When you use the Attack action, you can make one weapon	
	attack as a bonus action. (number of times = WIS mod./long rest)	
	The second residence is a second residence of the seco	
\	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	
#	Guided Strike LVL 2	
	can use Channel Divinity to: Gain +10 to an attack roll.	
	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.	
Ŭ.	War God's Blessing LVL 6	
34.5	can use Channel Divinity to:	
	as a reaction, when a creature within 30 feet of you makes an attack roll, you can grant that him a +10 bonus to the roll.	
	Divine Strike LVL 8	
	(1/turn) When you hit a with a weapon attack, you deal an	
	extra +1d8 damage of the same type dealt by the weapon to	
	the target. 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)	
	(nation days it successful, otherwise mong 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.	
	25 9 100 E2 100 20 100 E2 100	-
	Avatar of Battle You gain resistance to bludgeoning, piercing, and slashing	
	damage from nonmagical weapons.	