

LIFE CLERIC



THE LIFE DOMAIN FOCUSES ON THE VIBRANT
POSITIVE ENERGY THAT SUSTAINS ALL LIFE

HIT DIE:

1D8

At first level, you have
8 hit points, plus your
Constitution modifier.



PROFICIENCIES

+2

Armor

As a life cleric, you are trained in the use of **any armor** and **shields**. You suffer none of the disadvantages that those without these proficiencies experience.

Weapons

Add your proficiency bonus to the attack roll for any attack you make with **simple weapons**. When wielding martial weapons, do not add your proficiency bonus.

Saving Throws

Add your proficiency bonus when making a Wisdom or Charisma saving throw.

DOMAIN

You serve as an intermediary between mortals and your deity. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath.

1ST LEVEL



Ability Scores

Wisdom should be your highest ability score, followed by **Strength** and then **Constitution**.

Skills

You have special training or a certain knack in two skills of your choice. Consider **Medicine** and **Religion**. When you make a skill check using either of these skills, add your proficiency bonus.

Starting Equipment

Consider starting with the following, in addition to the equipment granted by your background.

- (a) a mace or (b) a warhammer (if proficient)
- (a) a spear or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- chain mail, a shield, and a holy symbol

Disciple of Life

Your healing spells are more potent than those of other clerics.

Spells (PHB 58)

You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *mending*, *resistance*, *spare the dying*, or *word of radiance*. For your 1st-level spells, consider preparing *ceremony*, *healing word*, *protection from evil and good*, or *sanctuary*. You always have *bless* and *cure wounds* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 60)

Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Preserve Life*. Heal several allies from up to 30 feet away.

Spells

You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells

You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *lesser restoration* and *spiritual weapon* prepared. Consider preparing 2nd-level spells like *aid*, *gentle repose*, or *prayer of healing*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase

(PHB 59)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Charger, Dwarven Fortitude (if dwarf), Healer, Sentinel, War Caster, or Weapon Master.

Spells

You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *beacon of hope* and *revivify* prepared. Consider preparing the 3rd-level spells *life transference* and *mass healing word*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

WHERE ARE THE OTHER DOMAINS AND LEVELS?

CLERIC

A PRIESTLY CHAMPION WHO WIELDS DIVINE MAGIC IN SERVICE OF A HIGHER POWER

HIT DIE:
1d8

At first level, you have 8 hit points, plus your Constitution modifier.

PROFICIENCIES

Armor As a cleric, you are trained in the use of **light and medium armor and shields**. If you wear heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells. If you choose the Forge, Life, Nature, Tempest, or War domain, you are proficient in heavy armor and suffer no such penalties.

Weapons Add your proficiency bonus to the attack roll for any attack you make with **simple weapons**. When wielding martial weapons, do not add your proficiency bonus unless you choose the Death, Tempest, or War domain.

Tools If you choose the Forge domain, you are proficient with **smith's tools**. Proficiency with these tools allows you to add your proficiency bonus to any ability check you make using them.

Saving Throws Add your proficiency bonus when making a Wisdom or Charisma saving throw.

+2 DOMAIN

You serve as an intermediary between mortals and your deity. Ask your DM which pantheon to use and select a deity from among the available options. Your deity will have one or more domains associated with it. Choose one. Your chosen domain grants you specific spells that you always have prepared.

CHOOSE **ARCANA**

IF YOU WANT TO MIX THE ARCANES WITH THE DIVINE

CHOOSE **DEATH**

IF YOU WANT TO SAP LIFE & ANIMATE THE DEAD

CHOOSE **FORGE**

IF YOU WANT TO PLAY WITH FIRE & CRAFT MAGIC ARMS

CHOOSE **GRAVE**

IF YOU WANT TO SAFEGUARD DEATH'S DOOR

CHOOSE **KNOWLEDGE**

IF YOU WANT TO READ MINDS & DISCOVER SECRETS

CHOOSE **LIFE**

IF YOU WANT TO HEAL ALLIES & VANQUISH THE UNDEAD

CHOOSE **LIGHT**

IF YOU WANT TO BLIND FOES & BRING LIGHT TO THE DARK

CHOOSE **NATURE**

IF YOU WANT TO WIELD THE ELEMENTS & CHARM BEASTS

CHOOSE **TEMPEST**

IF YOU WANT TO WIELD THUNDER & LIGHTNING

CHOOSE **TRICKERY**

IF YOU WANT TO SNEAK BY, DECEIVE, & POISON FOES

CHOOSE **WAR**

IF YOU WANT TO STRIKE FAST & STRIKE HARD

TRAINING GROUND

MORE THAN A HEALER TO ME

While many say that a cleric's primary function is to cast healing spells, this versatile class can fill a wide variety of roles.

With a decent number of hit points and armor proficiency, she can serve as a frontline warrior. With abundant insight and divination spells, he can discern truth and solve mysteries. With spell slots as abundant as a wizard's, she can serve as the party's primary spellcaster. Clerics' roles are as numerous as the gods' domains.

But if you want a healer, cleric has you covered there too.

GENERALIST CLERICS

This class guide assumes that players will want spells that thematically correspond to their chosen domain. However, it is a completely viable build to choose other cleric spells at nearly every turn.

In that case, notice that there are many spells which appear again and again no matter one's domain. Those spells are usually safe bets for any cleric.

BY THE GODS

One of the best ways to roleplay a cleric is to take cues from your deity. To do this, first study the divine lore about your deity. Learn about his or her history and portfolio and relationships. Remember, no one should know your god's agenda better than you do.

Then, (unless you're a conflicted cleric) act like you think your deity is the best thing in the multiverse. Do everything in his or her name and feel best about yourself when you're emulating your god's divine characteristics.

It's important to choose a deity that is easy for you to love, that likes the things you want to do and would approve of the direction you want your cleric to go.

It's tempting to pick a deity based solely on domain spells and features, and for some campaigns that's perfectly acceptable. But if you want a rewarding roleplay experience, it will be much more enjoyable if you choose a deity based on character.

IN THE MORNING I WAKE UP...

Remember that, unlike some other spellcasters, you can prepare an entirely different set of spells after each long rest. (Cantrips can't be swapped however.)

As you prepare spells, look over the cleric spell list and think about what you are most likely to face in your adventures that day, and choose accordingly. Swap out spells that you tend not to use or haven't produced desired results or try new ones until you discover your favorites.

Bear in mind that ritual spells must be prepared but can be cast without expending a spell slot if you're willing to invest some extra time to cast it.

HALF-ELF CLERIC 1

"I never leave a soldier behind, not for life, not for limb, not for anything."

You didn't used to be religious. You were a rank-and-file medic in an army. One day your unit was ambushed by orcs. The battle was fierce and more than one soldier died defending you. But when things grew most dire, instead of fighting or attending to your dying comrades, you fled. Guilt-stricken, you turned to Helm, the god of protection, for forgiveness and strength. He blessed you with martial prowess and the ability to supernaturally heal. Now you go out into the world to right the wrongs you committed.

BACKGROUND (SOLDIER)

Once an army medic, you are now a holy warrior.

Military Rank. You were a low-ranked healer in a military organization. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Personality Trait. You're haunted by memories of war. You can't get the images of violence out of your mind. And you face problems head-on. A simple, direct solution is the best path to success.

Ideal. You do what you must and obey just authority.

Bond. Someone saved your life on the battlefield. To this day, you will never leave a friend behind.

Flaw. You made a terrible mistake in battle that cost many lives—and you would do anything to keep that mistake secret.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CLERIC FEATURES

Life Domain. The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Disciple of Life. When you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Medium humanoid (half-elf), Life domain, lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 9 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	16 (+3)	14 (+2)

Proficiencies (+2 proficiency bonus)

Armor all armor, shields

Saving Throws Wis +5, Cha +4; advantage on saves against being charmed

Skills Athletics +4, Intimidation +4, Medicine +5, Perception +5, Persuasion +4, Religion +1

Tools dice set, vehicles (land)

Weapons simple weapons

Senses darkvision, passive Perception 15

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 2 piercing damage, or 1d8 + 2 piercing damage if used with two hands to make a melee attack.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 bludgeoning damage.

OPTIONS

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *mending*, *spare the dying*, *word of radiance*

1st level (2 slots): *bless* *, *ceremony*, *cure wounds* *, *healing word*, *protection from good and evil*, *sanctuary*
* domain spell (Life domain)

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to four cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Helm. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol, such as the emblem on your shield, as a spellcasting focus for your cleric spells.

EQUIPMENT

Backpack, bedroll, belt pouch, broken blade (taken from a fallen enemy), chain mail, common clothing, hempen rope (50 feet), insignia of rank, mace, mess kit, rations (10 days), set of bone dice, shield with emblem of Helm, spear, tinderbox, torches (10), waterskin, 10 gp.

HALF-ELF CLERIC 5

"I never leave a soldier behind, not for life, not for limb, not for anything."

You didn't used to be religious. You were a rank-and-file medic in an army. One day your unit was ambushed by orcs. The battle was fierce and more than one soldier died defending you. But when things grew most dire, instead of fighting or attending to your dying comrades, you fled. Guilt-stricken, you turned to Helm, the god of protection, for forgiveness and strength. He blessed you with martial prowess and the ability to supernaturally heal. Now you go out into the world to right the wrongs you committed.

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Personality Trait. You're haunted by memories of war. You can't get the images of violence out of your mind. And you face problems head-on. A simple, direct solution is the best path to success.

Ideal. You do what you must and obey just authority.

Bond. Someone saved your life on the battlefield. To this day, you will never leave a friend behind.

Flaw. You made a terrible mistake in battle that cost many lives—and you would do anything to keep that mistake secret.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so once.

Preserve Life. As an action, you present your holy symbol and evoke healing energy that can restore up to 25 hit points. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 15 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 1/2 or lower, it is destroyed instead.

Medium humanoid (half-elf), Life domain, lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 33 (Hit Dice 5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	18 (+4)	14 (+2)

Proficiencies (+3 proficiency bonus)

Armor all armor, shields

Saving Throws Wis +7, Cha +5; advantage on saves against being charmed

Skills Athletics +5, Intimidation +5, Medicine +7, Perception +7, Persuasion +5, Religion +2

Tools dice set, vehicles (land)

Weapons simple weapons

Senses darkvision, passive Perception 17

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 2 piercing damage, or 1d8 + 2 piercing damage if used with two hands to make a melee attack.

Mace. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 bludgeoning damage.

Preserve Life. Cleric Channel Divinity feature

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 15; +7 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, mending, spare the dying, word of radiance*

1st level (4 slots): *bless* *, *ceremony, cure wounds* *, *guiding bolt, healing word, protection from good and evil, sanctuary*

2nd level (3 slots): *aid, gentle repose, lesser restoration* *, *prayer of healing, spiritual weapon* *

3rd level (2 slots): *beacon of hope* *, *life transference, revivify* *

* domain spell (Life domain)

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Life Domain. The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Disciple of Life. When you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to four cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Helm. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol, such as the emblem on your shield, as a spellcasting focus for your cleric spells.

EQUIPMENT

Backpack, bedroll, belt pouch, broken blade (taken from a fallen enemy), chain mail, common clothing, healer's kit, hempen rope (50 feet), insignia of rank, mace, mess kit, *periapt of wound closure*, rations (10 days), set of bone dice, shield with emblem of Helm (set with a 300 gp worth of diamonds for *revivify*), spear, tinderbox, torches (10), waterskin, 10 gp.

PERIAPT OF WOUND CLOSURE

Wondrous Item, uncommon (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.