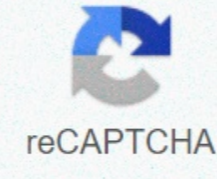




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Level up 5e cleric

Enter the current level and choose your class. Then press the level to find out what you need to do to level your character. Level Proficiency Bonus Cantrips Known 1st 2nd 3rd 4th 5th 6th 7th 8th 9th Features 1st +2 3 2 - - - - - Spellcasting, Divine Domain 2nd +2 3 3 - - - - - Channel Divinity (1/rest), Divine Domain feature 3rd +2 3 4 2 - - - - - 4th +2 4 4 3 - - - - - Ability Score Improvement 5th +3 4 4 3 2 - - - - - Destroy Undead (CR 1/2) 6th +3 4 4 3 3 - - - - - Channel Divinity (2/rest), Divine Domain feature 7th +3 4 4 3 3 1 - - - - - 8th +3 4 4 3 3 2 - - - - - Ability Score Improvement, Destroy Undead (CR 1), Divine Domain feature 9th +4 4 4 3 3 3 1 - - - - - 10th +4 5 4 3 3 3 2 - - - - - Divine Intervention 11th +4 5 4 3 3 2 1 - - - - - Destroy Undead (CR 2) 12th +4 5 4 3 3 3 2 1 - - - - - Ability Score Improvement 13th +5 5 4 3 3 2 1 1 - - - - - 14th +5 5 4 3 3 3 2 1 1 - - - - - Destroy Undead (CR 3) 15th +5 5 4 3 3 2 1 1 - - - - - 16th +5 5 4 3 3 3 2 1 1 1 1 - - - - - Improvement of the capacity score 17a +6 5 4 3 3 2 1 1 1 Destroy Undead (CR 4), Divine Domain Function 18a +6 5 4 3 3 3 1 1 Divinity Channel (3/rest) 19th +6 5 4 3 3 3 2 1 1 1 1 1 1 Improvement The capacity score 20^a +6 5 4 3 3 3 2 2 1 1 1 Improvement of divine Intervention As a clergyman, the following class characteristics are obtained. Hit Points Hit Dice: 1d8 per clergyman level Points hit the 1st level: 8+ your constitution modifier Hit Points at Higher Levels: 1d8 (or 5) + your constitution modifier by clergyman level after 1st Proficiencies Armor: Light Armor, Medium Armor. Shields Weapons: Simple Weapons Tools: No Saving Launch: Wisdom, Charisma Skills: Choose Two from History, Insight, Medicine, Persuasion and Religion Teams you start with the following teams, plus the team awarded for your background: (a) a mace or (b) a war hammer (if competent) (a) ladder post, (b) leather armor, or (c) chain mail (if competent) (a) a light crossbow and 20 studs or (b) any simple weapon (a) a priest pack or (b) a group of explorers A shield and a sacred Spellcasting symbol As a conduit for divine power, clergy spells can be cast. Cantrips On the 1st level, you know three cantrips of your choice of clergy spell list. Learn additional clerical cantrips of your choice at higher levels, as shown in the Cantrips Known column of the clergy table. Preparation and casting spells The clergyman table shows how many spell slots he has to cast his spells of 1st level and above. To cast one of these spells, you have to spend a slot from the level of the spell or higher. You get all the spell slots spent when you finish a long break. You prepare the list of clergy spells are available for you to launch, choosing the clergy spell list. When you do, choose a series of clerical spells equal to your wisdom modifier + your clergyman level (minimum of a spell). Spells must be of a level you have spell slots. For example, if you are a 3rd level cleric, you have four 1st level and two 2nd level spell slots. With a wisdom of 16, his list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare 1st level spelling healing wounds, you can throw it using a 1st level or 2nd level slot. Casting the spell does not remove him from the ready list of spells. You can change the list of prepared spells when you finish a long break. Preparing a new list of clergy spells takes time spent on prayer and meditation: at least 1 minute per spell level for every spell on your list. Spellcasting Skill Wisdom is your ability to spell for your cleric spells. The power of his spells comes from his devotion to his deity. He uses his wisdom whenever a clergyman spell refers to his ability to spell. In addition, it uses its wisdom modifier when setting the DC saving launch for a clergyman spell he threw and when making an attack roll with one. Spell Save DC = 8+ your competition bonus + your spelling spelling spelling spelling spelling modifier = your competition bonus + your Casting Ritual wisdom modifier You can cast a clerical spell as a ritual if this spell has the ritual tag and you have the spell ready. Spellcasting Focus You can use a sacred symbol as a spelling diffusion approach to your clerical spells. Divine Domain Choose a domain related to your divinity: Knowledge, Life, Light, Nature, Storm, Trickery or War. Each domain is detailed at the end of the class description, and each provides examples of gods associated with it. Your choice gives you domain spells and other features when you choose it at the 1st level. It also gives you additional ways to use the channel's divinity when you win this feature at the 2nd level and additional benefits at levels 6, 8, and 17. Domain Spells Each domain has a list of spells –its domain spells– that are obtained at the clerical levels that are enscripted in the domain description. Once you win a spell of dominance, you always have it ready, and you don't count on the number of spells you can prepare for every day. If you have a domain spell that does not appear on the cleric's spell list, the spell is nevertheless a clerical spell for you. Divinity channel On the 2nd level, you gain the ability to channel divine energy directly from your divinity, using that energy to power magical effects. Start with two of these effects: Turn Undead and a certain effect for your domain. Some domains additional effects as you package the levels, as specified in the domain description. When using the channel divinity, choose the effect you want to create. Then you need to finish a short or long break to re-use the channel divinity. Some channel divinity effects require savings releases. When you use this effect of this kind, D.C. equals your clerical spell save D.C. From the 6th level, you can use your The divinity twice between breaks, and from level 18, can be used three times between breaks. When you finish a short or long break, you recover your spent uses. Channel Divinity: Turn the undead as an action, present their sacred symbol and speak a prayer censoring the undead. Every undead who can see or feel within 30 feet of you should make a wisdom saving launch. If the creature fails its saving launch, it turns for 1 minute or until any damage is needed. A rotated creature must spend its turns trying to get as far away from you as you can, and you can't move voluntarily to a space less than 30 feet from you. He can't take reactions either. For your action, you can only use the dash action or try to escape an effect that prevents it from moving. If there is no place to move, the creature can use the Dodge action. Improved capacity score When you reach the 4th level, and again in 8th, 12th, 16th and 19th level, you can increase a skill score of your choice by 2, or you can increase two skill scores of your choice by 1. As normal, you can't increase a skill score above 20 using this feature. Destroy the undead From the 5th level, when an undead fails their saving launch against their Turn Undead function, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table. Clergyman level destroys the undead from CR... 5th 1/2 or lower 8th 1 or lower 11th or lower 14th or lower 3rd or lower 17th or lower Divine Intervention From the 10th level, you can ask your deity to intervene on your behalf when your need is great. Imploring the help of your deity requires you to use your action. Describe the help you're looking for and throwing percentile dice. If you roll a number equal to or less than your cleric level, your deity intervenes. The GM chooses the nature of the intervention; the effect of any cleric spell or spell of clerical rule would be appropriate. If your deity intervenes, you cannot use this feature again for 7 days. Otherwise, you can use it again after finishing a long break. At level 20, you call for intervention is automatically successful, without the need for a roll. Mastery of life The mastery of life focuses on vibrant positive energy, one of the fundamental forces of the universe, which sustains a lifetime. The gods of life promote vitality and health through healing the sick and wounded, caring for people in need, and driving the forces of death and the unnoticed. Almost any non-evil deity can claim influence over this domain, agricultural deities (such as Chauntea, Arawai and Demeter), gods of the sun (such as Lathander, Pelor and Re-Horakhty), gods of healing or resistance (such as Imater, Mishakal, Apollo, and Diancecht), and gods of home and community (such as Hestia, Hathor, and Boldrei). Life Domain Spells Cleric Level Spells 1st Bless, Heal Wounds 3rd Minor Restoration, Spiritual Weapon 5th 5th Hopefully, revive the 7th death room, keeper of faith 9th massive healing wounds, raise the dead bonus competition When you choose this domain to 1st level, you win competition with heavy armor. Disciple of life also from 1st level, his healing spells are more effective. Whenever a spell of 1st level or higher is used to restore the success points to a creature, the creature retrieves extra blow points equal to 2+ the level of the spell. Channel Divinity: Preserve life From the second level, you can use the channel's divinity to heal the seriously injured. As an action, you present your sacred symbol and evoke the healing energy that can restore a number of success points equal to five times your cleric level. Choose any creature within 30 feet of you, and divide the success points between them. This feature can restore a creature to no more than half its maximum success point. You cannot use this feature in an undead or a construction. Blessed healer From the 6th level, healing spells he threw at others healed as well. When you cast a spell of 1st level or higher that restores the success points to a creature other than you, you regain blow points equal to 2+ the level of the spell. Divine strike on the 8th level, you gain the ability to infuse your weapons attacks with divine energy. Once in each of your turns when you hit a creature with a gun attack, you can cause the attack to deal with an additional 1d8 radiant damage to the target. When you reach level 14, the additional damage increases to 2d8. Supreme healing From level 17, when you would normally roll one or more dice to restore the success points with a spell, rather than using as many as possible for each death. For example, instead of restoring 2d6 hit points to a creature, it restores 12. 12.

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