

Cleric (d8)

Choose your Cleric's Path:

- *Crusader*
- *Invoker*

Choose one of the following Archetypes:

- *Life Domain*
- *War Domain*

Background

Power Sources:

You gain the Divine power source, plus an additional power source based on your Path:

- **Crusader:** Martial
- **Invoker:** Arcane

Core Skills

Trained:

- Influence (Intimidate, Persuasion, Animal Handling)

In addition, choose one of the following to be Trained in:

- STR (Run, Climb, Brawl, Break Objects, Intimidate)
- WIS (Animal Handling, Perception)

Expertise:

- CHA (Persuasion, Bluff, Disguise, Insight)

Combat Abilities

Iconic Ability: Bless

[Concentration]

As a Standard Action, you bestow a blessing upon your party.

You can grant this benefit to either:

- Yourself and one ally, or;
- Each party member, other than yourself

When a blessed character makes an unsuccessful Attack or Defense roll, roll your class die: if this roll equals the d20 roll, treat it as a critical success; otherwise, stack this result with the d20 roll.

- **Life Domain:** When a blessed ally makes an unsuccessful Defense roll, double roll and stack your class die; you can use this result in place of theirs.
- **War Domain:** When a blessed ally makes an unsuccessful Basic Attack roll, double roll and stack your class die; you can use this result in place of theirs.

Iconic Ability: Divine Inspiration

[Restoration]

Whenever you are able to spend a reserve in combat, roll your class die with Expertise and regain the resulting amount of HP.

Special: During each encounter, you can use this ability on each ally only once, regardless of the action type you use for it.

As a Standard Action, you can restore a *Nearby* ally's HP to its maximum.

As a Minor Action, choose one ally who has taken damage; that ally can spend a Reserve to regain HP (just as they would outside of combat.) In addition, roll your class die, and have the targeted ally roll theirs; they gain extra HP equal to the higher of the two results.

- **Life Domain:** You can spend your reserves in place of the targeted ally's. Whenever you roll your class die to restore HP, you have Advantage on the roll.
- **War Domain:** If the targeted ally has to roll to restore HP when spending reserves, use the higher of the natural roll, or double the maximum value of your class die.

Iconic Ability: Divine Smite

The type of attack used for your Divine Smite is determined by your Path.

- **Crusader:** Your Divine Smite uses melee attacks.
- **Invoker:** Your Divine Smite uses ranged attacks.

Basic Attack: When you make a Basic Attack using your Divine Smite, you have Advantage on the damage roll.

- **Life Domain:** [Restoration] When you make a successful Divine Smite basic attack, any of your allies who are *Engaged* with the target regain HP equal to the rolled damage of this attack.
- **War Domain:** When you make a Divine Smite basic attack, any of your allies who are *Engaged* with the target of that attack can make an *Opportunity Attack* against the targeted enemy.

Iconic Attack: You can target each enemy in one maelstrom with an Iconic Attack, using your Divine Smite; make separate attack rolls for each enemy, but use one damage roll for all enemies you successfully attack.

- **Crusader:** For the damage roll of your iconic attack, make a basic roll and use either die for the result.

- **Invoker:** When you make your iconic attack, you can spend a reserve to deal extra damage to each enemy you successfully attacked; if you do so, make a d20 roll with Advantage, and add the result to the total damage.
- **Life Domain:** [Restoration] When you make an iconic attack, any of your allies who are in the *Maelstrom* regain HP equal to the rolled damage of this attack.
- **War Domain:** When you make a successful iconic attack, any of your allies who are *Engaged* with the target of that attack can make an *Opportunity Attack* against the targeted enemy.