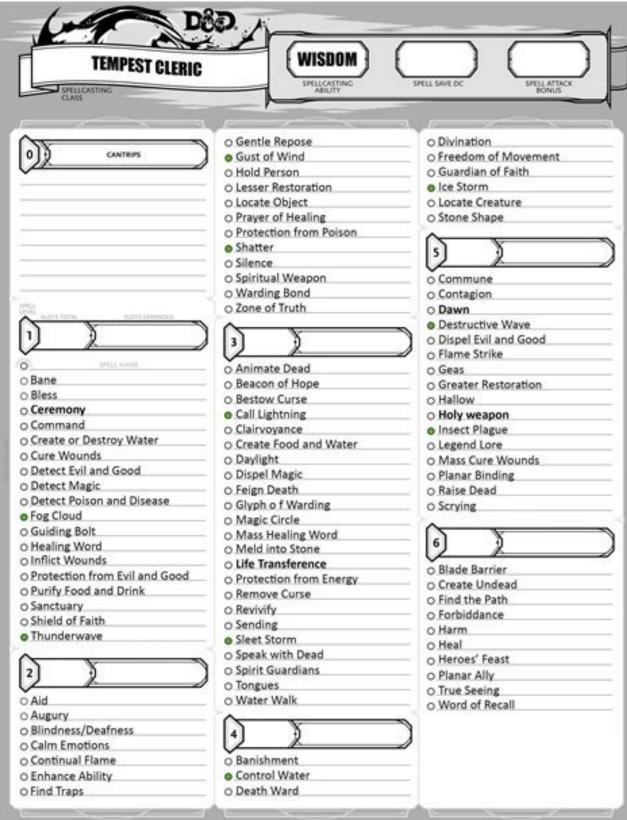
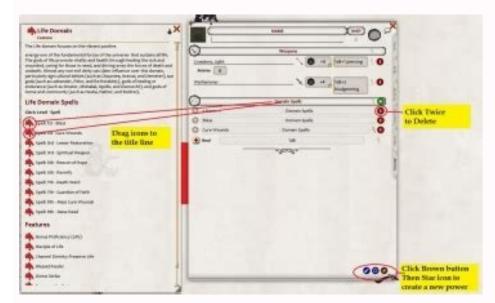
Dnd 5e light cleric character sheet

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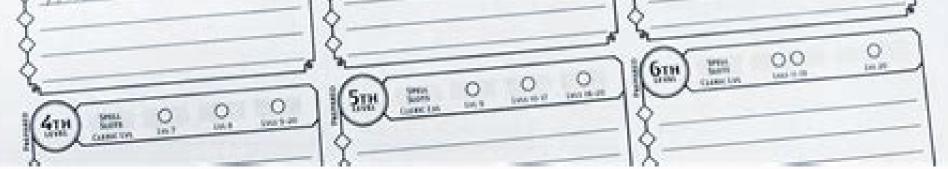








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5e cleric light vs tempest.

Greetings! My DM and I were trying to build a Cleric. When doing so, only the "Life" domain was available to select. My preference was to be of the "Light" domain. Is there an option for this built into the character sheets or does it have to be manually adjusted? If you don't own the PHB or other sourcebooks, that's the only thing you'll see in the selection. You can select "custom" and then manually write what your Domain is. Is this something I get with the Pro Subscriptions. It's not tied to a subscription level; it's a separate purchase. See the Wizards of the Coast options here: /a>). Thank you everyone. My GM bought the PHB and now my class is setup correctly in the game. Pious adventurers answering the call of their gods, Clerics are one of the most powerful, streamlined, and easy classes to dominate with in Dungeons and Dragons 5E. Often pigeonholed in fantasy popular culture as that typical armoured support character, or discounted as a tiresome, holy goody-two-shoes, The DnD Cleric 5E class is actually one of the most versatile options adventurers can pick, and, after tasting that sweet power rush from smiting all the sinners, it's a class you'll struggle to let go of. With their combination of melee and spellcasting abilities, a whopping 14 different subclasses with unique playstyles, and a set of powerful basic class features baked into their builds from the get-go, it's guaranteed that following the way of the divine spirit will never disappoint. The DnD Cleric 5E class is one of the most diverse, iconic and beloved classes in Dungeons and Dragons for a reason. They're basically the whole package and often prove the key ingredient for a successful campaign. Whether you want to heal the wounded, bonk some non-believers into oblivion, or buff and bolster your teammates during battle, here, you can do it all. If you're after just a brief overview of these penitent heroes, alongside the other classes, better check out our main D&D 5E classes guide instead. But, if you're ready to serve the gods, here's our in-depth guide to the Cleric, giving prospective holy warriors some guidance and example builds with which to set forth on their divine crusade. This is the DnD Cleric 5E class guide: Cl scores Wisdom and Constitution Armour, Medium Armor, Shield Weapon proficiency Simple Weapons Tool proficiency Simple Weapons here) maxing out their Wisdom (Wis) score is always going to be top priority, as it's their spellcasting ability. Another point to remember when playing the class is that in 5E, monsters deal damage faster than Clerics can heal. To keep themselves - and thus the party - alive, Clerics will want to raise their Constitution (Con) scores next, making sure they are sufficiently hard to take down, without having to turn to their spell list. Bound by oath: Our full guide to D&D 5E's Paladin class If your Wis and Con are high enough, Melee-focused and damage-dealing Clerics can also look at raising their strength (Str), so they can bash enemies in the name of their gods more effectively. Besides these general tips, here are the rest of the class basics. Note that the details in the table above can be expanded based on your Cleric's subclass choice (e.g. Tempest Domain SE Thanks to Clerics being so divinely blessed and powerful as a class, there aren't really any bad picks here. Subclass (or domain) choices generally come down to what party role you want to take on, or which flavour of roleplay that you're after. X marks the spot: A guide to DnD maps There are a staggering 14 domains to choose from at level one, each offering different playstyles - making the Cleric one of the most diverse classes in the game (and, in general, ensuring no two Clerics are alike). Life Domain (Player's Handbook) Level Subclass abilities 1 Disciple of Life, Bonus Proficiency, Domain Spells 2 Channel Divinity: Preserve Life 6 Blessed Healer 8 Divine Strike 17 Supreme Healing The classic healer, and the image that many people think of when they hear Cleric, the Life domain is the only subclass where healing spells are economical to use frequently in 5E. Clerics in this domain are worshipers of goodwill and life, dedicated to spreading positivity and assisting the wounded. They get extra points of healing on every healing spell they cast, making them a blessing to any party during combat. Devil on your shoulder: A guide to the DnD Tiefling 5e But they aren't merely a healing bot; with all the other base Cleric abilities, and their added proficiency in heavy armour, they can be hard hitters who deal plenty of damage, too. If you're looking to roleplay as that traditional armoured support character, this is the subclass to pick. Tempest Domain (Player's Handbook) Level Subclass abilities 1 Wrath of the Storm, Bonus Proficiencies, Domain Spells 2 Channel Divinity: Destructive Wrath 6 Thunderbolt Strike 8 Divine Strike 8 Divine Strike 8 Divine Strike 17 Stormborn Think of Thor or Zeus, the gods of the sea, skies, earthquakes, and storms; Clerics of this domain walk the path of strength and justice, and deliver the wrath of their deities in style. Tempest Clerics are intimidating damage dealers, and can be terrifying on the battlefield. They get proficiency in heavy armour and martial weapons, and one of the best lists of offensive domain spells out of all Cleric subclasses. Sword and board: Read our D&D Fighter 5E guide Their Channel Divinity: Destructive Wrath also lets you deal maximum damage on lightning and thunder attacks, literally letting them obliterate their enemies with a holy storm. Any tank players, or damage dealing lovers, will thrive in this domain (and probably will soon become addicted to hurling destructive lightning bolts). Death Domain (Dungeon Master's Guide) Level Subclass abilities 1 Bonus Proficiency, Reaper, Domain Spells 2 Channel Divinity: Touch of Death 6 Inescapable Destruction 8 Divine Strike 17 Improved Reaper Now turning to the dark side, the Death Domain gives your Cleric some necromantic qualities, letting you fiendishly bring about chaos and destruction. With their proficiency in martial weapons, Death Clerics can efficiently slay their enemies, reaping their souls as they go about on their murderous way. Beauty is in the eye: A DnD Beholder 5e guide However, remember to keep a shield handy in the front lines, as Death Clerics don't get heavy armour proficiency. Their Channel Divinity: Touch of Death allows you to destroy your foe's life force, and apply extra necrotic damage, with melee attacks. It's a highly thematic offensive subclass, but one you should properly consider in advance. Check what kind of campaign you'll be going on before settling on your choice as, typically, Death Clerics' necrotic and poison damage isn't as effective as the radiant or force damage dealt by other subclasses in 5E. Trickery Domain (Player's Handbook) Level Subclass abilities 1 Blessing of the Trickster, Domain Spells 2 Channel Divinity: Invoke Duplicity The Trickery subclass has what's probably the most exciting domain spell list out of all the Cleric subclasses but, in practice, it's also one of the toughest domains to play. Worshipping the gods of scoundrels and mischief-makers, Trickery Domain Clerics prefer pranks and deception over violent confrontation. So patronising: Check out our D&D Warlock 5E class guide Their Blessing of the Trickster ability grants advantage on stealth checks, and their Channel Divinity: Invoke Duplicity lets them create an illusion of themselves that casts spells against enemies. There are tons of possibilities for battle tactics and roleplaying here, but It can be hard balancing the synergy of this subclass's features and spells. Grave Domain (Xanathar's Guide to Everything) Level Subclass abilities 1 Circle of Morality, Eyes of the Grave, but It can be hard balancing the synergy of this subclass's features and spells. Domain Spells 2 Channel Divinity: Path of the Grave 6 Sentinel at Death's Door 8 Potent Spellcasting 17 Keeper of Souls The peaceful version is centred on honouring the departed and upholding the sacred passing between life and death itself. World weary: Here's our DnD exhaustion 5e guide This subclass is excellent for support. Their Circle of Morality feature brings fallen allies by negating the DM's critical rolls, saving your party from hairy fights. For desperate combat situations, where everyone's HP is abysmal, the Grave Domain has some of the best features - and can be the force that pushes the success of a dungeon. Light Domain (Player's Handbook) Level Subclass abilities 1 Bonus Cantrip, Warding Flare, Domain Spells 2 Channel Divinity: Radiance of the Dawn 6 Improved Flare 8 Potent Spellcasting 17 Corona of Light One of the game's best 'blasters', Light Clerics bring the fire and brimstone to the battlefield, as they worship the gods of radiance, fire and dawn, and set out to burn all evildoers at the stake. Fire damage in 5E is already known for being ridiculously powerful, so having an offensive Cleric whose domain spells include the best fire damage attacks is pretty helpful. At level one, they get a bonus cantrip (Light) and Warding Flare, which lets you apply disadvantage to enemy attacks. Songs of praise: Our full D&D Bard 5E class guide Their Channel Divinity: Radiance of the Dawn is also terrifying for DMs as it delivers a wave of radiant flames to attack multiple. enemies. The light domain is a damage-dealer's dream, deservedly known as one of the most powerful and fun offensive Cleric subclasses you can play. Order behaviore of Authority, Bonus Proficiencies, Domain Spells 2 Channel Divinity: Order's Demand 6 Embodiment of Law 8 Divine Strike 17 Order's Wrath Clerics of this domain have firm devotion to the laws that govern their society, focusing on discipline, justice, and smiting those who break the community's rules. Hit me with your best one-shot: The best DnD campaigns They get proficiency in heavy armour and a bonus proficiency in either intimidation or persuasion. Their Channel Divinity: Order's Demand, also gives extra psychic damage to weapon attacks, and they're easily one of the most potent hitters out of all the subclasses. Order Clerics are the voice of authority for a party, offer tons of support, while also destroying enemies with a single blow. However, to truly get the most out of the subclass, you'll need to use teamwork - so keep that in mind before you set out on your adventure. Arcane Domain (Sword Coast Adventurer's Guide) Level Subclass abilities 1 Arcane Mastery The spell-slinging and magical-centred choice, this domain is perfect for any players that want a Wizard-slash-Cleric crossover style of gameplay. Worshipping the gods of magic, Arcana Eye, at level one, and Arcana Eye, at level seven. Nature lover: Check out our D&D Druid 5E class guide At level 17, their capstone ability gives them the choice to add four wizard spells, which are always prepared and ready to use. This can be a game-changer when carefully considered (we recommend always adding the spell Wish to your list), but until you get to that level, Arcana Clerics do require tactical thinking, and can be a tricky subclass to play - so be warned. Forge Domain (Xanathar's Guide to Everything) Level Subclass abilities 1 Bonus proficiencies, Blessing of the forge, Domain Spells 2 Channel Divinity: Artisan's Blessing of Soul of the Forge 8 Divine Strike 17 Saint of Forge and Fire If you're playing a Dwarven Cleric, this domain is the perfect pick. Worshipping the gods of material, the forge, and metal-smelting artisans, the Forge Domain is full of pride, and unique spells that tank-inclined players will love. Take control: How to be a DM in D&D They get heavy armour proficiency, and, at level one, can craft either a +1 magical armour. Getting a bonus to your AC immediately is pretty amazing, and, at level 17, getting immunity to fire makes you even tougher to take down. Their Channel Divinity: Artisan's Blessing lets them craft trinkets that can be incredibly useful in several ways during a campaign. Honestly, they are just such a fun and out of combat) that it's impossible not to love them. Knowledge Domain (Player's Handbook) Level Subclass abilities 1 Blessings of Knowledge, Domain Spells 2 Channel Divinity: Read Thoughts 8 Potent Spellcasting 17 Visions of the variable and a couple of standouts. Still, overall players will probably be relying on the base features of the Cleric class here, especially when facing enemies. Magical beings: Read our D&D Sorcerer 5E class guide Their Channel Divinity: Knowledge of the Ages lets you gain proficiency in a skill or tool (perfect for picking some locks without a rogue) and gives plenty of opportunities to assist your party outside of combat. But it's important to think about your playstyle before you pick this subclass. Remember, the Knowledge Domain is very situational, and more of a roleplaying choice than an optimised combat option. War Domain (Player's Handbook) Level Subclass abilities 1 War Priest, Bonus Proficiencies, Domain Spells 2 Channel Divinity: Guided Strike 6 Channel Divinity: War God's Blessing 8 Divine Strike 17 Avatar of Battle More of the bashing-enemies-to-a-pulp kind of Cleric, War Clerics are at the frontlines, as an unstoppable armoured force of holy power. Sharing some spells with the Paladin class, their domain spells are designed for aggressive playstyles, and their Channel Divinity: Guided Strike gives them a +10 to their attack rolls. Lone ranger: A D&D Ranger 5E class guide They get proficiency in heavy armour and martial weapons, and can use their bonus action for an extra attack. You'll underlably feel powerful playing an agent for the gods of war, especially during lower levels. But you will want to focus on raising your Str score here, and will be juggling your bonus action uses (especially if you use Spiritual Weapon), so think tactically, and do your gods proud by playing smart offensives during combat. Nature domain (Player's Handbook) Level Subclass abilities 1 Acolyte of Nature, Bonus Proficiency, Domain Spells 2 Channel Divinity: Charm Animalsian (Player's Handbook) Level Subclass abilities 1 Acolyte of Nature, Bonus Proficiency, Domain Spells 2 Channel Divinity: Charm Animalsian (Player's Handbook) Level Subclass abilities 1 Acolyte of Nature, Bonus Proficiency, Domain Spells 2 Channel Divinity: Charm Animalsian (Player's Handbook) Level Subclass abilities 1 Acolyte of Nature, Bonus Proficiency, Domain Spells 2 Channel Divinity: Charm Animalsian (Player's Handbook) Level Subclass abilities 1 Acolyte of Nature, Bonus Proficiency, Domain Spells 2 Channel Divinity: Charm Animalsian (Player's Handbook) Level Subclass abilities 1 Acolyte of Nature, Bonus Proficiency, Domain Spells 2 Channel Divinity: Charm Animalsian (Player's Handbook) Level Subclass abilities 1 Acolyte of Nature, Bonus Proficiency, Domain Spells 2 Channel Divinity: Charm Animalsian (Player's Handbook) Level Subclass abilities 1 Acolyte of Nature, Bonus Proficiency, Domain Spells 2 Channel Divinity: Charm Animalsian (Player's Handbook) Level Subclass abilities 1 Acolyte of Nature, Bonus Proficiency, Domain Spells 2 Channel Divinity: Charm Animalsian (Player's Handbook) Level Subclass abilities 1 Acolyte of Nature, Bonus Proficiency, Bonus Pr and Plants 6 Dampen Elements 8 Divine Strike 17 Master of Nature Nature Domain Clerics are spellcasters who are one with their surroundings, and can fully use the environment to their advantage. Having lots of Druid elements to their subclass features and domain spell list, they get some amazing abilities that can benefit the party in the right scenarios. Acolyte of Nature gives them a Druid cantrip of their choice, and proficiency in the Animal Handling, Survival or Nature skill. Sly scoundrels: Check out our D&D Rogue 5E class guide They also get heavy armour proficiency, and their Dampen the Elements ability grants resistance from elemental damage, offering massive benefits to themselves and allies during combat. However, like the Knowledge Domain, it's a situational subclass. If your campaign isn't in the wilderness, most abilities will be lacklustre, and you'll end up relying on base Cleric features more than other domain choices. Peace Domain (Tasha's Cauldron of Everything) Level Subclass abilities 1 Implement of Peace, Emboldening Bond, Domain Spells 2 Channel Divinity: Balm of Peace 6 Protective Bond 8 Potent Spellcasting 17 Expansive Bond No matter what anyone says, peace is always an option, and it's time to destroy everyone who says differently. Peace Clerics literally benefit the entire party, offering support features beyond basic healing, and amplifying the benefits of teamwork during combat. Starting at level one, Emboldening Bond lets them bond with allies and give them a D4 bonus to their attack rolls, saving throws or ability checks. Wands and pointy hats: A D&D Wizard 5E class guide Their Channel Divinity: Balm of Peace also lets them essentially dash around the battlefield, granting temporary hit points equal to 2d6 plus their Wis modifier to any nearby allies. Peace Clerics are an excellent domain for bonding up your adventuring and combat success. Twilight Domain (Tasha's Cauldron of Everything) Level Subclass abilities 1 Eyes of the Night Vigilant Blessings, Bonus Proficiencies, Domain Spells 2 Channel Divinity: Twilight Sanctuary 6 Steps of Night 8 Divine Strike 17 Twilight Shroud A great pick for defensive and utility-focused players, Twilight Clerics worship the gods that guard against the horrors of the night, and can aid any allies in the front lines. They get proficiency in heavy armour and martial weapons, and a spell list with both Wizard and Druid class-like features, letting you truly embrace the mystical role of a spellcasting shadow priest. Channel the rage: A D&D Barbarian 5E class guide Many of the domain spells in this subclass offer buffs, and their Channel Divinity: Twilight Sanctuary can grant either temporary hit points or clear harmful effects (e.g. charmed), making them one of the most appreciated players on the battlefield. If you want to be the party protector, and a Cleric spells are the quintessential tools to ensure a party's survival. However, on top of having stellar healing and support picks, they can also crush your foes, granting abilities like casting down divine flames from the heavens, or summoning spiritual guardians to embody your deities' wrath. On top of having one of the largest spell lists in the entire game, Clerics are also one of the easiest spellcasters to play in general. There are tons of choices for Cleric spells, and to go through them, plus all the domain spells, would take a century. So we've listed the absolute must-haves that no Cleric should go without. Cantrips Guidance: Great for outside combat. This spell lets any of your allies have better chances passing checks while adventuring. Once you touch them, willing participants get a d4 bonus to add to any ability check. Sacred Flame: The best damage-dealing cantrip, and a Light Cleric staple; this deals a wave of radiance against enemies. Targets must make a Dex saving throw or take 1d8 radiant damage; however, this can increase up to 4d8 damage at higher levels. Crafty class: Here's our D&D Artificer 5E class guide Level One Bless: A must-have (especially in the early game) Bless can significantly increase your party's damage output. Choosing up to three allies, they'll get to roll a d4 to add to their attack rolls or saving throws. Healing Word: An excellent healing spell. In-range allies will regain 1d4 + your spellcasting ability modifier of hit points. It's also a bonus action, meaning that you can heal your party while also causing damage to enemies, in a single turn. Guiding Bolt: One of the best damage spells against a single target. Enemies take 4d6 radiant damage. If your bolt didn't make the cut and somehow didn't kill them, the next attack roll gets advantage, so either way, they're gonna end up dead. Sanctuary: At lower levels, lots of your party will be squishy, so Sanctuary is a good protection buff to have in your arsenal. You ward enemies against attacking the spell's target character; if any nasties do roll to attack them, they must pass a Wis saving throw first. Level Two Spiritual Weapon: One of the best abilities in the entire game, period. A floating weapon of your imaginative choice deals 1d8 + your spellcasting modifier of force damage. As a bonus action, it can move up to 20 feet, and repeat the attack on an in-range enemy. The increase in damage output is fantastic, and the possibilities of conjuring up fun weapons like sacred flying lollipops or holy rubber chickens on the battlefield is simply too good to pass up. Enhanced Ability: Offers a broad range of useful buffs to assist in checks for any willing creature you touch; this spell is super versatile in and out of combat and can make life a whole lot easier. Silence: A must-have for any adventuring party. As most spellcasters require a verbal component to their attacks, it's a great way to block damage. Prayer of Healing: You can heal up to six in-range allies, letting them regain 2d8+ your spellcasting modifier. The ability in combat. Out for blood: A D&D Blood Hunter 5E guide Level Three Spirit Guardians: Summoning a spirit to protect you; this acts as a great buff, while decreasing enemy melee attackers' efficiency. Enemies affected by your summon will have their speed halved, and have to make a wisdom saving throw or take 3d8 radiant/necrotic damage. Revivify: One of the spells that all Clerics are expected to pick up. It's a straightforward spell that lets you raise fallen allies and is considerably less costly than other similar abilities like Raise the Dead. Dispel Magic: Basically, you can stop enemy spells in their tracks, which is obviously extremely useful, and makes enemy casters essentially easy targets. Bestow Curse: Once you touch a creature, they must succeed a Wisdom saving throw or be cursed. You get to pick one of four curses, and it's a great way to make sure your party achieves the upper hand during your adventure. Level Four Banishment: This allows you to send an enemy to another plane of existence. Your target must succeed a Charisma saving throw or be banished from the battlefield. As enemies generally don't have high Charisma, it's a super-effective tool to have in your Cleric's tool-belt. Death Ward: The perfect solution for protecting more vulnerable allies, like Wizards, in your campaign. The spell lasts for eight hours and literally prevents death, so, like revivify, it's a pretty handy spell to have, especially during those tough boss fights. Stone Shape: Stone is a pretty common material in dungeons, and having the ability to reshape it is incredibly powerful. It offers tons of creative and useful possibilities, such as altering the terrain to your party's advantage in combat. Level Five Flame Strike lets you cast divine fire from the heavens. I put a spell on you: These are the best D&D 5E spells Commune: Being able to contact your deity is an obvious Cleric pick. You can ask up to three questions). Greater Restoration: This ability heals a great number of effects that can put your teammates at a disadvantage in battle. The ability to cancel any crippling buffs can turn the tides in your favour during combat, making this a spell that every Cleric should have prepared – just in case. Level Six Heal: A powerful healing spell that doesn't require any rolls. It lets your target regain 70 hit points and ends any blindness or disease buffs that may be affecting them. It can be a lifesaver in combat, and it's one of the most reliable healing spells you can have to leave some pets behind - but when things are going south, and vou have no chance of survival, this escape plan is a blessed safety net. Divine Word: Uttering a divine word allows for some top-notch crowd control on the battlefield. Chosen creatures in range will have to make a Charisma saving throw or take a certain amount of damage and negative buffs, based on their current hit points. Plane Shift: This allows you to get rid of creatures permanently - or lets you and your party travel all over the multi-faceted planes of existence. Both in and out of combat, it's a spell you'll use frequently. Regenerate: Although severed limbs are hard to come by in 5E, it's always lovely to have the ability to grow back some fingers or legs. Regenerate restores your target's body, and can also be used in combat to have allies regain 4d8+ 15 hit points. It builds characters: A guide to DnD character builds Level Eight Holy Aura: An incredible defensive buff for all your combat needs; Holy Aura gives you and your party advantage on saving throws and places enemies' attacks at a disadvantage until the spell ends. There is also the potential of blinding undead enemies, which is always a welcome bonus. Antimagic Field: Creating an invisible, magic-cancelling sphere around you, enemy spellcasters are gonna hate your divine guts. No spells can be cast within the sphere, summons will disappear, and magical items become useless. When you're close to a spellcaster that literally can't fight back, it's pretty much game over with one good melee attack. Level Nine Mass Heal: The mother of all heal spells, this is a high-level Cleric's bread and butter. Mass Heal: The mother of all heal spells, this is a high-level characters fully, and can make your DM cry as they watch you leave unscathed from hardcore boss fights. Best race for Cleric 5E Most races will excel as a Cleric as long as they have a decent Wis score - but if you are looking to make the best possible. Choices that give you bonuses in Wis are the best to help with all your Cleric spellcasting needs. However, any choices offering increases in your other two ability scores as well (Str + Con) really do sweeten the deal. Hill Dwarf: Dwarves are super tough with their +2 Con, and, really, what is better or more helpful than a healer who's hard to take down? Hill Dwarves are incredibly durable, and get a +1 to Wis, making their spellcasting ability score better, too. With all the right bonuses in all the right bonuses in all the right places, and a race feature that grants you continuous hit points, it seems the Hill Dwarf was built specifically for a Cleric. Spiritual striker: This is our D&D Monk 5E class guide Wood Elf: While a Dexfocused race may not be a great pick at first glance, Wood Elves are the exception. Along with their +2 to Dex, they get +1 to Wis, and an extra weapon-using Cleric, the Wood Elf is going to be your best bet. Variant Human, you can give a +1 to your Wis and Con scores and pick a feat. If you pick the right feat, you can get even more wisdom bonuses, making your spellcasting super-effective, even at the lowest of levels. Variant humans also thematically can fit into any of the Cleric subclasses, making them not only a fast ticket to extreme holy power, but also a roleplaving dream. Half-Elf: Half-elves get a +2 to Cha and a +1 that Clerics can put into their Wis ability score. The Cha score is helpful for specific Cleric domains' roleplaying options (e.g. the Trickery domain), and their additional stat increase - which can, of course, go into Wis - is super appealing, to say the least. Half-Elves, like all Elves, also have Darkvision, letting them see even in the darkest of dungeons - which is always incredibly useful for any campaign. Cleric Builds 5E The Cleric is a very flexible class, and it's easy to be powerful no matter what decisions you make. However, if you're looking for a few quick, tried and tested Cleric builds, we've listed three for all your spellcasting convenience. Hill Dwarf Forge Tank The tank build to end all Cleric tank builds; the Dwarven Forge Cleric is the go-to for any players who enjoy defensive playstyles and absorbing damage for the party. With all the bonuses to your AC, paired with the solid support, utility, and healing spells, here is one of the best thematic and optimised Cleric powerhouses you can play as. Ability scores: As a spellcaster, Wis is always the top concern, so focus on maximising this first. Your Con, then followed by your Str, should be your next scores to look at, as these are the typical tank essentials. Details: Choose the Hill Dwarf race. This will give you a +2 to your Con and a +1 to their maximum hit points every time you level up. With this, you are already beefy, and it's a great starting point in your quest for invincibility. At level one, pick the Forge Domain; this will give you bonus proficiencies and Blessing of the Forge Ability, craft magical armour. This will give you a +1 to your AC, making you hard to take down, and just hard to hit in general. Thanks to the Domain bonuses, you will now have proficiency in heavy armour, so choose chain mail, giving you a 16 AC. Because you also get proficiency in martial weapons, pick a Warhammer, giving you a 16 AC. rule for Forge Clerics is to stick to your domain list, as it's designed for the tank/support playstyle anyway. Heat Metal and Wall of Fire are two must-haves. Besides those, add the essential spells that we discussed previously. At level four, take the War Caster feat instead of raising your ability scores. This will give you an advantage on Con saving throws, and can be a real lifesaver in combat. It's also a must-have for spellcasters in general, and should be picked up at some point for any Cleric. Level eight is where you'll want to add to your Wis score and max it out if you can. If your Wis score is high enough, take the resilient feat instead, which gives you a further bonus to your Con score. From here, you should be sporting a crazy amount of hit points and dealing scary amounts of damage. The build is pretty much sorted by following these steps - but don't be afraid to be flexible. Remember that, when in doubt, you can swap out spells every time you level up, so have fun experimenting as well. Wood Elf Life Archer Players that prefer a ranged style of combat often overlook Clerics as a class, but luckily the gods have answered their prayers with this build. Wood Elves, with their affinity for nature, bring tons of roleplaying possibilities to the classic Life Domain, while letting you try your hand at a ranged Cleric, healing your party while smiting enemies from afar. Ability scores: Like always, Wis is the top pick to focus on, then closely followed by Con. However, unlike most Clerics who focus on Strength, players will want to raise their Dex scores here, so they can shoot from the back lines efficiently. Details: Pick the Wood Elf race. This will give you a +1 to your Wis and a +2 to your Dex. You will also get Elf Weapon Training, giving you proficiency in longbows and other finesse weapons. The race also increases your speed, and gives you the ability to hide in your party's damage dealers and melee warriors. At level one, pick the Life Domain; this will give you Disciple of Life, which makes your healing spells more effective straight away. Due to your race choice, you can now pick a longbow for a weapon, giving you 1d8 piercing damage. For armour, make sure your option doesn't put you at a disadvantage with stealth. Remember, you're going to be a Cleric who evades attacks, not a tank who soaks them up. As you level up, focus on support and healing spells, looking at your domain list for a general guide on how to go about finalising your picks. The offensive spells you should pick up as you go along are Guiding Bolt, Spiritual Weapon, and Guardian of Faith. At level four, you'll want to pick up the Elven Accuracy feat to maximise all your attack rolls. It will also give you a bonus to your Wis score. It's always good not to be so squishy, and even ranged players should focus on increasing their hit points. A Wood Elf Life Cleric is a great roleplaying option, but requires smart combat gameplay. By following these steps, the basics are in place for you to be a great Cleric. But it's up to your tactical plays to truly make this build shine. Focus on using the terrain to your advantage, and using teamwork whenever you're on the battlefield. Variant Human Light Blaster Human Variant's extra starting feat can make the Light Cleric a terrifying damage dealer from level one, as they brutally cleanse the battlefield with waves of deadly radiant flames. If you like to destroy areas of enemies in one go, and are ok with turning the world to ash, this is the build for you. Ability scores: Surprise, it's Wis again. Focus on that first and foremost. Next, since Light Clerics don't have proficiency in heavy armour, raise your Con or Dex scores to make sure it isn't easy to hit you or take even one punch without keeling over backwards, before you've chanted your first spell. Details: Pick the Variant Human for your race, and place the ability score bonus into your Wis and Con scores. For your free feat, pick up War Caster, which gives you advantage on Con saving throws. It also lets you cast a spell as your reaction for opportunity attacks, increasing your damage output overall. For Light Clerics, this is going to make you downright scary to any enemies. At level one, pick the Light Domain. This will give you the bonus cantrip Light (which is super useful when dungeon diving) and Warding Flare, which lets you impose a disadvantage on an attack roll against you. Since you won't have proficiency in heavy armour or heavy weapons, your armour choice will be scale mail, and you'll want to choose a onehanded weapon, so that you can also take a shield with you into battle. For offensive spells, it's pretty safe to stick to the domain list, while also throwing in Spiritual Weapon and Spirit Guardians. Don't neglect healing and support spells, it's pretty safe to stick to the domain list, while also throwing in Spiritual Weapon and Spirit Guardians. ability scores. You'll want to max out Wis as fast as possible, especially since light, if your Wis score isn't maxed out, raise it again. If it is, take the Resilient feat. You're already an effective blaster who's also keeping the party alive, so your DM will probably be looking to take you out first. Resilient lets you increase your Con, and also gives you proficiency in con saving throws. This, paired with the War Caster feat, makes you pretty much unstoppable. Following these steps, a powerful light Cleric is guaranteed - even if you start playing around with your spell list. And there you go! That's our in-depth look at one of the biggest and best classes in D&D 5E. If you made it to the end, you've definitely paid your penance and are ready to become a divine agent. They say patience is a virtue, so you must already be a saint!

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