

CLERIC

MARTYR DOMAIN

Followers of gods that believe in taking on the suffering of those around them. Stalwart and unflinching, these intrepid souls seek to ease the suffering of those around them. While typically altruistic, sometimes their motivations are further afield belonging to strange cults of suffering or acceptance.

| Cleric Level | Spells |
|--------------|--|
| 1st | <i>cure wounds, shield of faith</i> |
| 3rd | <i>lesser restoration, warding bond</i> |
| 5th | <i>invest life^K, revivify</i> |
| 7th | <i>death ward, resilient sphere</i> |
| 9th | <i>greater restoration, mass cure wounds</i> |

CLAD IN GRACE

Starting at 1st level, while you are not wearing any armor, your Armor Class equals 10 + your Constitution modifier + your Wisdom modifier. You can use a shield and still gain this benefit.

RELIEVE SUFFERING

Starting at 1st level, when you cast a spell of 1st level or higher that restores hit points, you can expend some of your own hit points to increase the amount another creature is healed by the spell regains, expending a number of hit points up to your Cleric level to increase the amount one creature is healed by an equivalent value.

Additionally, you can touch a creature suffering a disease or the blinded, deafened, paralyzed or poisoned condition and transfer that disease or condition to yourself. Starting at 9th level, the range of conditions you can take increases, including exhaustion (1 level at a time), petrified, stunned, the effect of a curse, or any reduction to their ability scores. You are afflicted by the effect in the same manner the creature you took it was, for the same duration and possible methods of ending the effect.

You transfer a condition affecting another creature a number of times equal to your Wisdom modifier, regaining all uses on a long rest.

CHANNEL DIVINITY: BEAR THE BURDEN

Starting at 2nd level, you can use your Channel Divinity to bring all the suffering your allies suffer onto yourself.

As an action, you present your holy symbol and enter a divine trance. Until the start of your next turn, your movement speed becomes zero and you gain temporary hit points equal to twice your Cleric level. Any time an allied creature within 30 feet of you takes damage, they have resistance to the damage taken, but you take damage equal to the damage they take.

OVERCOME ADVERSITY

Starting at 6th level, when you use your Relieve Suffering to take the condition affecting a creature, you can repeat the original saving throw against the feature if it had one. On success, it is cured instead of transferred.

Additionally, when you take damage as a result of the *warding bond* spell, you have resistance to that damage.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

UNYIELDING CONCENTRATION

Starting at 17th level, while you are concentrating on a Cleric spell that targets you or your allies, your concentration can't be broken as a result of taking damage.

CREDITS

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