

Love Domain Cleric

Domain Spells

Cleric Level	Spells
1st	Friends, Charm Person, Color Spray
3rd	Warding Bond, Enhance Ability
5th	Tongues, Tiny Servant
7th	Charm Monster, Freedom of Movement
9th	Circle of Power, Rary's Telepathic Bond

Bonus Proficiencies

At 1st level, you learn the Friends cantrip. It counts as a Cleric cantrip for you and doesn't count against the number of cantrips you know. You also gain proficiency in the persuasion skill or you can double your proficiency bonus for those checks if you already have proficiency in that skill

Honey, you got this

Also at 1st level, as an action, you can touch one willing creature and name one skill. If a creature is proficient in that skill, they get to add double their proficiency to checks for that skill. If a creature does not have proficiency with this skill, they become proficient and can add double their proficiency to checks made with that skill.

This bonus lasts for one minute and you can grant this bonus a number of times equal to your wisdom modifier until you complete a long rest.

Channel Divinity: Love In

Starting at 2nd level, you can present your holy symbol and force every creature of your choice within 30 feet to make a Charisma saving throw. If they fail they become charmed and friendly to you for 1 minute.

At 8th level the range increases to 60 feet.

Love Hurts

At 6th level, when a creature you can see within 30 feet of you takes damage, as a reaction you can grant that creature resistance to that damage until the start of your next turn. You can use this feature a number of times equal to your wisdom modifier. You regain all uses of this feature after a long rest.

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Potent Cantrip

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

Love Conquers All

At 17th level, your power of love cannot be resisted. Whenever a creature you can see succeeds on a saving throw against being charmed you can cause them to fail instead. You can use this ability only once per round against each creature and can use this feature a number of times equal to your wisdom modifier. You regain all uses of this feature after completing a long rest