

# DIVINE DOMAINS

At 1st level, a Cleric gains the Divine Domain feature. The following Patreon-exclusive options are available, along with those in the *Player's Handbook* and other official options:

## Steel Domain

### STEEL DOMAIN

While most Clerics are chosen for their piety or devotion to a god or ideal, Clerics of the Steel Domain are chosen for their martial skill. Sometimes, when a warrior of sufficient ability proves themselves worthy, they are granted a boon of divine skill in battle and charged to carry out the goals of their god.

#### Cleric Level Feature

1st	Bonus Proficiencies, Steel Domain Exploits
2nd	Channel Divinity: <i>Martial Skill</i>
6th	Extra Attack
8th	Consecrated Strikes
17th	Avatar of Steel

### BONUS PROFICIENCIES

*1st-level Steel Domain feature*

When you are chosen as a servant of the Steel Domain you gain proficiency with heavy armor, and all martial weapons that lack the heavy or two-handed properties.

### STEEL DOMAIN EXPLOITS

*1st-level Steel Domain feature*

You have studied various martial exploits to better serve your deity on the fields of battle. You gain the following features:

**Exploit Dice.** The Steel Domain Exploits table shows how many Exploit Dice you have to use your Exploits, and the size of your Exploit Die. To use an Exploit you know, you expend one of your Exploit Dice, and you regain all your expended Exploit Dice each time you finish a short or long rest.

**High Degree.** Your Cleric level limits the technicality of the Exploits you are able to perform. This limit is reflected in the High Degree column of the Steel Domain Exploits table.

**Exploits.** You learn two Martial Exploits of your choice from those available to the [Alternate Fighter](#). You can only use one Exploit per ability check, attack, or saving throw.

As you gain levels, you learn more Exploits, as shown in the Exploits Known column of the Steel Domain Exploits table. When you gain a Cleric level, you can replace one Exploit you know with another Martial Exploit of your choice.

**Saving Throws.** If an Exploit requires a creature to make a saving throw, the saving throw DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}.$$

### CHANNEL DIVINITY: MARTIAL SKILL

*2nd-level Steel Domain feature*

When you use a Martial Exploit you know, you can grasp your holy symbol in an empty hand and expend a use of Channel Divinity in place of expending one of your Exploit Dice. When you do so, you roll a d4 in place of your normal Exploit Die.

### STEEL DOMAIN EXPLOITS

Cleric Level	Exploits Known	Exploit Die	Exploit Dice	High Degree
1st	2	d4	2	1st
2nd	2	d4	2	1st
3rd	2	d4	2	1st
4th	2	d4	2	1st
5th	3	d4	2	1st
6th	3	d4	2	1st
7th	4	d4	2	1st
8th	4	d4	2	1st
9th	4	d4	2	1st
10th	4	d6	3	2nd
11th	5	d6	3	2nd
12th	5	d6	3	2nd
13th	5	d6	3	2nd
14th	5	d6	3	2nd
15th	6	d6	3	2nd
16th	6	d6	3	2nd
17th	6	d6	3	2nd
18th	6	d6	3	2nd
19th	7	d8	4	3rd
20th	7	d8	4	3rd

### EXTRA ATTACK

*6th-level Steel Domain feature*

Unlike other Clerics, you have trained to stand toe to toe with true warriors in battle. You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast a Cleric cantrip in place of one of those attacks.

### CONSECRATED STRIKES

*8th-level Steel Domain feature*

Your god has blessed the steel you wield in their name. Your weapon attacks count as magical for the sake of overcoming resistance and immunity to nonmagical attacks and damage.

### AVATAR OF STEEL

*17th-level Steel Domain feature*

Your god pours out blessings upon you as you draw blood in their name. You gain resistance to bludgeoning, piercing, and slashing damage from all nonmagical attacks.

Also, when you deal bludgeoning, piercing, or slashing damage to a creature with a weapon attack, you can grant yourself temporary hit points equal to half the damage dealt.

### MULTICLASSING & EXPLOITS

If you use the optional rule for multiclassing and you learn Exploits from more than one class, you use the rules for [Alternate Martial Multiclassing](#).



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