

### Domain Variant Rule

Under this rule, clerics can take the same domain again to improve their domain power. However, the number of choices of domain spells remains the same.

Prestige domains cannot be taken more than once.

Domain powers do not stack when taken again. They replace the previous power.

<b>Player's Handbook Domains</b>			
<b>Domain</b>	<b>1<sup>st</sup> time</b>	<b>2<sup>nd</sup> time</b>	<b>3<sup>rd</sup> time (Last time)</b>
Air	Turn or destroy earth creatures, rebuke, command or bolster air creatures.	Turn or destroy earth creatures, rebuke, and command or bolster air creatures as cleric 2 levels higher than your total turning class.	Turn or destroy earth creatures, rebuke, and command or bolster air creatures as cleric 4 levels higher than your total turning class.
Animal	Speak with animals 1/day; Knowledge (nature) is a class skill.	Speak with animals 3/day; Knowledge (nature) is a class skill; +2 bonus to Knowledge (nature) checks.	Speak with animals 5/day; Knowledge (nature) is a class skill; +4 bonus to Knowledge (nature) checks.
Chaos	Cast chaos spells at +1 caster level.	Cast chaos spells at +2 caster level.	Cast chaos spells at +3 caster level.
Death	Death Touch 1/day; roll 1d6 per cleric level.	Death Touch 2/day; roll 1d8 per cleric level.	Death Touch 3/day; roll 1d10 per cleric level.
Destruction	Smite 1/day; +4 bonus on attack rolls.	Smite 2/day; +6 bonus on attack rolls.	Smite 3/day; +8 bonus on attack rolls.
Earth	Turn or destroy air creatures, rebuke, command or bolster earth creatures.	Turn or destroy air creatures, rebuke, and command or bolster earth creatures as cleric 2 levels higher than your total turning class.	Turn or destroy air creatures, rebuke, and command or bolster earth creatures as cleric 4 levels higher than your total turning class.
Evil	Cast evil spells at +1 caster level.	Cast evil spells at +2 caster level.	Cast evil spells at +3 caster level.
Fire	Turn or destroy water creatures, rebuke, command or bolster fire creatures.	Turn or destroy water creatures, rebuke, and command or bolster fire creatures as cleric 2 levels higher than your total turning class.	Turn or destroy water creatures, rebuke, and command or bolster fire creatures as cleric 4 levels higher than your total turning class.
Good	Cast good spells at +1 caster level.	Cast good spells at +2 caster level.	Cast good spells at +3 caster level.
Healing	Cast healing spells at +1 caster level.	Cast healing spells at +2 caster level.	Cast healing spells at +3 caster level.
Knowledge	Cast divination spells at +1 caster level; +2 bonus to all knowledge skill checks.	Cast divination spells at +2 caster level; +4 bonus to all knowledge skill checks.	Cast divination spells at +3 caster level; +6 bonus to all knowledge skill checks.
Law	Cast law spells at +1 caster level.	Cast law spells at +2 caster level.	Cast law spells at +3 caster level.
Luck	Good Fortune 1/day	Good Fortune 2/day	Good Fortune 3/day
Magic	Use scrolls, wands and other items with spell trigger or completion activation as a wizard ½ your cleric levels.	Use scrolls, wands and other items with spell trigger or completion activation as a wizard ½ + 2 your cleric levels.	Use scrolls, wands and other items with spell trigger or completion activation as a wizard ½ + 4 your cleric levels.
Plant	Rebuke or command plants.	Rebuke or command plants as cleric 2 levels higher than your total turning class.	Rebuke or command plants as cleric 4 levels higher than your total turning class.
Protection	Protective Ward 1/day.	Protective Ward 2/day; resistance bonus equal to cleric level +2.	Protective Ward 3/day; resistance bonus equal to cleric level +4.
Strength	Feat of Strength 1/day.	Feat of Strength 2/day.	Feat of Strength 3/day.
Sun	Greater Turning 1/day.	Greater Turning 2/day.	Greater Turning 3/day.
Travel	Freedom of Movements lasts 1 round per cleric level.	Freedom of Movements lasts 1 round per cleric level plus 2.	Freedom of Movements lasts 1 round per cleric level plus 4.
Trickery	Add Bluff, Disguise and Hide as class skills.	Add Bluff, Disguise and Hide as class skills. +2 bonus to Bluff, Disguise and Hide checks.	Add Bluff, Disguise and Hide as class skills. +4 bonus to Bluff, Disguise and Hide checks.
War	Gains Martial Weapon Proficiency and Exotic Weapon Proficiency (if necessary) and Weapon Focus feats with deity's favored weapon.	Gains Martial Weapon Proficiency and Exotic Weapon Proficiency (if necessary) and Weapon Focus feats with deity's favored weapon. Gains martial weapon proficiency feat with one additional martial weapon.	Gains Martial Weapon Proficiency and Exotic Weapon Proficiency (if necessary) and Weapon Focus feats with deity's favored weapon. Gains martial weapon proficiency feat with two additional martial weapons, one of which must have been chosen the previous time.
Water	Turn or destroy fire creatures, rebuke, command or bolster water creatures.	Turn or destroy fire creatures, rebuke, and command or bolster water creatures as cleric 2 levels higher than your total turning class.	Turn or destroy fire creatures, rebuke, and command or bolster water creatures as cleric 4 levels higher than your total turning class.

<b>Forgotten Realms Domains</b>			
<b>Domain</b>	<b>1<sup>st</sup> time</b>	<b>2<sup>nd</sup> time</b>	<b>3<sup>rd</sup> time (Last time)</b>
Balance	Add Wisdom modifier to AC 1/day.	Add Wisdom modifier to AC 2/day.	Add Wisdom modifier to AC 3/day.
Cavern	Stonecutting ability (If already have stonecutting ability, bonus increase to +4.)	Stonecutting ability +2 (If already have stonecutting ability, bonus increase to +6.)	Stonecutting ability +4 (If already have stonecutting ability, bonus increase to +8.)
Charm	Boost Charisma by 4 points 1/day.	Boost Charisma by 6 points 1/day.	Boost Charisma by 8 points 1/day.
Cold	Turn or destroy fire creatures, rebuke, command or bolster cold creatures.	Turn or destroy fire creatures, rebuke, and command or bolster cold creatures as cleric 2 levels higher than your total turning class.	Turn or destroy fire creatures, rebuke, and command or bolster cold creatures as cleric 4 levels higher than your total turning class.
Craft	Cast creation spells at +1 caster level; Skill Focus (+3 bonus) in one craft skill of choice.	Cast creation spells at +2 caster level; Skill Focus (+6 bonus) in chosen craft skill.	Cast creation spells at +3 caster level; Skill Focus (+9 bonus) in chosen craft skill.
Darkness	Gains Blind-Fight feat.	Gains Blind-Fight feat; Move at full speed when blinded or otherwise unable to see.	Gains Blind-Fight feat; Move at full speed when blinded or otherwise unable to see; In melee, everytime you miss because of concealment, make 2 miss chance percentile dice rolls (then choose the better score) to determine if actually you hit.

Drow	Gains Lightning Reflexes feat.	Gains Lightning Reflexes feat; Bonus from Lightning Reflexes feat increases to +4.	Gains Lightning Reflexes feat; Bonus from Lightning Reflexes feat increases to +6.
Dwarf	Gains Great Fortitude feat.	Gains Great Fortitude feat; Bonus from Great Fortitude feat increases to +4.	Gains Great Fortitude feat; Bonus from Great Fortitude feat increases to +6.
Elf	Gains Point Blank Shot feat.	Gains Point Blank Shot feat; Point Blank Shot range increases to 40 ft.	Gains Point Blank Shot feat; Point Blank Shot range increases to 50 ft.
Family	+2 Dodge Bonus to AC.	+4 Dodge Bonus to AC.	+6 Dodge Bonus to AC.
Fate	Gains Uncanny Dodge ability. (Or gains Improved Uncanny Dodge ability if already has Uncanny Dodge.)	Gains Improved Uncanny Dodge ability. (If already has Improved Uncanny Dodge, effective rogue levels of opponent needed to flank is 6 higher)	Gains Improved Uncanny Dodge (6 effective rogue levels) ability. (If already has Improved Uncanny Dodge, effective rogue levels of opponent needed to flank is 8 higher)
Gnome	Cast illusion spells at +1 caster level.	Cast illusion spells at +2 caster level.	Cast illusion spells at +3 caster level.
Halfling	Add Charisma modifier to Climb, Jump, Move Silently and Hide checks 1/day.	Add Charisma modifier to Climb, Jump, Move Silently and Hide checks 2/day.	Add Charisma modifier to Climb, Jump, Move Silently and Hide checks 3/day.
Hatred	+2 Profane bonus on attack rolls, saving throws and AC for 1 minute against 1 opponent 1/day.	+3 Profane bonus on attack rolls, saving throws and AC for 1 minute against 1 opponent 2/day.	+4 Profane bonus on attack rolls, saving throws and AC for 1 minute against 1 opponent 3/day.
Illusion	Cast illusion spells at +1 caster level.	Cast illusion spells at +2 caster level.	Cast illusion spells at +3 caster level.
Mentalism	Mental Ward 1/day	Mental Ward 2/day	Mental Ward 3/day
Metal	Gains Martial Weapon Proficiency or Exotic Weapon Proficiency (as appropriate) and Weapon Focus feats with your choice of hammer.	Gains Martial Weapon Proficiency or Exotic Weapon Proficiency (as appropriate) and Weapon Focus feats with your choice of hammer; Change your selected hammer's material (to any metallic) as a free action for 1 round per cleric level 1/day.	Gains Martial Weapon Proficiency or Exotic Weapon Proficiency (as appropriate) and Weapon Focus feats with your choice of hammer; Change your selected hammer's material (to any metallic) as a free action for 1 round per cleric level 2/day.
Moon	Turn or destroy lycanthropes.	Turn or destroy lycanthropes as cleric 2 levels higher than your total turning class.	Turn or destroy lycanthropes as cleric 4 levels higher than your total turning class.
Nobility	Inspire Courage +1, 1/day.	Inspire Courage +2, 2/day	Inspire Courage +3, 3/day
Ocean	Breathe Water 10 rounds per cleric level.	Breathe Water 10 minutes per cleric level.	Breathe Water 20 minutes per cleric level.
Orc	Smite Attack 1/day	Smite Attack 2/day	Smite Attack 3/day
Planning	Gains Extend Spell feat.	Gains Extend Spell feat; Identify Target Weakness 1/day (Studies the target for 3 uninterrupted rounds and gains knowledge of a single weakness of the target, example Damage Reduction type, Vulnerabilities, etc.)	Gains Extend Spell feat; Identify Target Weakness 2/day (Studies the target for 3 uninterrupted rounds and gains knowledge of a single weakness of the target, example Damage Reduction type, Vulnerabilities, etc.)
Portal	Detect active or inactive portals.	Detect active or inactive portals; +2 bonus to search and spot checks when detecting active or inactive portals.	Detect active or inactive portals; +4 bonus to search and spot checks when detecting active or inactive portals.
Renewal	Number of hit points gains is 1d8 + Charisma modifier 1/day	Number of hit points gains is 1d10 + Charisma modifier 2/day	Number of hit points gains is 1d12 + Charisma modifier 3/day
Repose	Death Touch 1/day; roll 1d6 per cleric level.	Death Touch 2/day; roll 1d8 per cleric level.	Death Touch 3/day; roll 1d10 per cleric level.
Retribution	Retributive Strike 1/day	Retributive Strike 2/day	Retributive Strike 3/day
Rune	Gains Scribe Scroll feat.	Gains Scribe Scroll feat; When casting spells from scrolls much higher level than current caster level, treat caster level as 2 higher.	Gains Scribe Scroll feat; When casting spells from scrolls much higher level than current caster level, treat caster level as 4 higher.
Scalykind	Rebuke or command reptilian creatures and snakes.	Rebuke or command reptilian creatures and snakes as cleric 2 levels higher than your total turning levels.	Rebuke or command reptilian creatures and snakes as cleric 4 levels higher than your total turning levels.
Slime	Rebuke or command oozes.	Rebuke or command oozes as cleric 2 levels higher than your total turning levels.	Rebuke or oozes as cleric 4 levels higher than your total turning levels.
Spell	+2 bonus on Concentration and Spellcraft checks.	+4 bonus on Concentration and Spellcraft checks.	+6 bonus on Concentration and Spellcraft checks.
Suffering	Pain Touch 1/day	Pain Touch 2/day	Pain Touch 3/day
Time	Gains Improved Initiative feat	Bonus from Improved Initiative feat increases to +6.	Bonus from Improved Initiative feat increases to +8.
Trade	Detect Thoughts 1/day	Detect Thoughts 2/day	Detect Thoughts 3/day
Tyranny	Saving throw DC of compulsion spells increases by 2.	Saving throw DC of compulsion spells increases by 4.	Saving throw DC of compulsion spells increases by 6.
Undeath	Gains Extra Turning feat.	Gains Extra Turning feat; Turns undead 2 extra times a day.	Gains Extra Turning feat; Turns undead 4 extra times a day.

<b>Races of Destiny Domains</b>			
<b>Domain</b>	<b>1<sup>st</sup> time</b>	<b>2<sup>nd</sup> time</b>	<b>3<sup>rd</sup> time (Last time)</b>
City	Gather Information and Knowledge (Local) becomes class skills.	Gather Information and Knowledge (Local) becomes class skills; +2 bonus to Gather Information and Knowledge (Local) checks.	Gather Information and Knowledge (Local) becomes class skills; +4 bonus to Gather Information and Knowledge (Local) checks.
Destiny	Great Destiny 1/day	Great Destiny 2/day	Great Destiny 3/day

<b>Races of the Wild Domains</b>			
<b>Domain</b>	<b>1<sup>st</sup> time</b>	<b>2<sup>nd</sup> time</b>	<b>3<sup>rd</sup> time (Last time)</b>
Sky	Fly Speed improved by 5ft; Spot becomes class skill.	Fly Speed improved by 10ft; Spot becomes class skill; +2 bonus to Spot checks.	Fly Speed improved by 15ft; Spot becomes class skill; +4 bonus to Spot checks.

<b>Complete Divine Domains</b>			
<b>Domain</b>	<b>1<sup>st</sup> time</b>	<b>2<sup>nd</sup> time</b>	<b>3<sup>rd</sup> time (Last time)</b>
Celerity	Land speed +10ft when in light armor and carrying light load only.	Land speed +20ft when in light armor and carrying light load only.	Land speed +30ft when in light armor and carrying light load only.
Cold	See Forgotten Realms Domains.	See Forgotten Realms Domains.	See Forgotten Realms Domains.
Community	Use Calm Emotions 1/day; +2 bonus to Diplomacy checks.	Use Calm Emotions 2/day; +4 bonus to Diplomacy checks.	Use Calm Emotions 3/day; +6 bonus to Diplomacy checks.
Competition	+1 bonus to all opposed checks.	+2 bonus to all opposed checks.	+3 bonus to all opposed checks.
Creation	Cast all conjuration (creation) spells at +1 caster level.	Cast all conjuration (creation) spells at +2 caster level.	Cast all conjuration (creation) spells at +3 caster level.
Domination	Gains Spell Focus (Enchantment) feat.	Gains Spell Focus (Enchantment) feat; Bonus from Spell Focus (Enchantment) feat increases to +4.	Gains Spell Focus (Enchantment) feat; Bonus from Spell Focus (Enchantment) feat increases to +6.
Dream	Immune to fear effects when dreaming.	Immune to fear effects when dreaming; 1 ally who stays within 5 ft of the cleric gains this ability.	Immune to fear effects when dreaming; 2 allies who stay within 5 ft of the cleric gains this ability.
Force	Reroll Damage 1/day.	Reroll Damage 2/day.	Reroll Damage 3/day.
Glory	+2 to turning checks and +1d6 to turning damage.	+4 to turning checks and +1d8 to turning damage.	+6 to turning checks and +1d10 to turning damage.
Inquisition	+4 bonuses on all dispel checks.	+6 bonuses on all dispel checks.	+8 bonuses on all dispel checks.
Liberation	Reroll save against charm, compulsion or fear.	Reroll save against charm, compulsion or fear; +2 bonus on that reroll.	Reroll save against charm, compulsion or fear; +4 bonus on that reroll.
Madness	True Madness 1/day.	True Madness 2/day.	True Madness 3/day.
Mind	+2 bonus on Bluff, Diplomacy and Sense Motive checks.	+4 bonus on Bluff, Diplomacy and Sense Motive checks.	+6 bonus on Bluff, Diplomacy and Sense Motive checks.
Mysticism	Channel Luck 1/day.	Channel Luck 2/day.	Channel Luck 3/day.
Oracle	Cast all divination spells at +2 caster levels.	Cast all divination spells at +3 caster levels.	Cast all divination spells at +4 caster levels.
Pact	Appraise, Intimidate and Sense Motive becomes class skills.	Appraise, Intimidate and Sense Motive becomes class skills; +2 bonus on Appraise, Intimidate and Sense Motive checks.	Appraise, Intimidate and Sense Motive becomes class skills; +4 bonus on Appraise, Intimidate and Sense Motive checks.
Pestilence	Immunity to Diseases.	Immunity to Diseases; Sicken Aura within 10 ft radius.	Immunity to Diseases; Sicken Aura within 15 ft radius.
Purification	Cast all abjuration spells at +1 caster levels.	Cast all abjuration spells at +2 caster levels.	Cast all abjuration spells at +3 caster levels.
Summoner	Cast all conjuration (calling and summoning) spells at +2 caster levels.	Cast all conjuration (calling and summoning) spells at +3 caster levels.	Cast all conjuration (calling and summoning) spells at +4 caster levels.
Weather	Ignore weather conditions.	Ignore weather conditions; 1 ally who stays within 5 ft of the cleric gains this ability.	Ignore weather conditions; 2 allies who stay within 5 ft of the cleric gains this ability.

<b>Complete Warrior Domains</b>			
<b>Domain</b>	<b>1<sup>st</sup> time</b>	<b>2<sup>nd</sup> time</b>	<b>3<sup>rd</sup> time (Last time)</b>
Courage	Aura of Courage 10ft radius.	Aura of Courage 15ft radius.	Aura of Courage 20ft radius.
Fate	See Forgotten Realms Domains.	See Forgotten Realms Domains.	See Forgotten Realms Domains.
Nobility	See Forgotten Realms Domains.	See Forgotten Realms Domains.	See Forgotten Realms Domains.
Planning	See Forgotten Realms Domains.	See Forgotten Realms Domains.	See Forgotten Realms Domains.
Tyranny	See Forgotten Realms Domains.	See Forgotten Realms Domains.	See Forgotten Realms Domains.