As for how conveniently Taim showed up, recall that strange and oddly convenient things happen around Rand all the time.

—the Wheel of Time FAQ

Some think that the world is run by those who seize opportunities. Others that all is happenstance and chaos, where most events occur through accident, coincidence, and the whims of the gods. But a few know that both can be true: that power comes from becoming the fulcrum around which chance bends, the pinch in the hourglass. The domain of chance is that of the gods of luck, but both good and bad: consequences are heightened and fortune itself is in play when these priests are around.

Proficiencies

Instead of proficiency with heavy armour and weapons, a cleric of the Chance domain has the Unarmoured Defence ability. Beginning at 1st Level, while you are wearing no armor and not wielding a Shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

You have proficiency in a gaming set of your choice. If you already have proficiency in one gaming set, you may add a second.

Mixed Blessing

Every time the cleric rolls an attack, saving throw, or ability check, flip a coin and call it. If you win the toss, add d4 to the roll; lose and subtract d4.

Pendulum of the Lucky

Starting at 1st level, the fortune you have been bestowed by your god starts to manifest in small ways. You may choose one skill and gain advantage on all skill checks involving this skill for 24 hours or until you take a long rest. If you fail a check for that skill during this 24 hours your advantage changes to disadvantage during this period until you succeed on a check again, whereupon it switches back to advantage, and this continues. You may use this ability once per long rest.

The Threads of Fate

Starting at 2nd level, you can use your Channel Divinity to ensure that you or your allies have luck -- maybe good, maybe bad -- during combat.

As a reaction, when a creature you can see within 30 feet of you is hit with an attack, you can change the creature's susceptibility to that attack's damage. Flip a coin and call the value; if you are correct, the creature becomes vulnerable to all of that attack's damage. (A resistant creature becomes normally affected; a vulnerable creature does not change.) If you are incorrect, the creature becomes resistant to all of that attack's damage. (A resistant creature becomes immune; a vulnerable creature becomes normally affected.)

A creature who is immune to damage of a particular type remains immune and is unaffected by this ability.

Divine Extremity

Starting at 6th level, when you roll at disadvantage or advantage, a 1 or a 20 automatically supersedes the other dice. A roll at advantage where one of the dice is a 1 therefore counts as a 1, regardless of the other dice; similarly, a 20 plus another at disadvantage counts as a 20. These 1 or 20 rolls are critical hits or critical misses if the roll was an attack roll. If a 1 and a 20 is rolled, the result counts as a 20.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, flip a coin and call the result. If you win the toss, you can cause the attack to deal an extra 1d8 radiant or necrotic damage to the target. If you lose, reduce the damage by 1d8. When you reach 14th level, the extra damage increases to 2d8.

Unknown cool 17th level ability

It is a mystery.

by Swoom and Stuart Langridge
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