



CLERIC OF

Cleric
Level

Caster
Level

DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses
per day

□□□□
□□□□

□□□□
□□□□

Uses
per day

SPELLS

Spell Save DC	Spells per day	= Basis Sprenken	+ Bonusspreuken
0			
1	+1	+1	WIS - 4 □□□□
2	+1	+1	WIS - 8 □□□□
3	+1	+1	WIS - 12 □□□□
4	+1	+1	□□□□
5	+1	+1	□□□□
6	+1	+1	□□□□
7	+1	+1	□□□□
8	+1	+1	□□□□
9	+1	+1	□□□□

Spell Save DC = 10 + WIS + Spell Level

CURE / INFLECT	Light Wounds	1d8 + Level	(1 - 5)	Spell Level	1	Mass Spell Level	5
	Moderate Wounds	2d8 + Level	(3 - 10)		2		6
	Serious Wounds	3d8 + Level	(5 - 15)		3		7
	Critical Wounds	4d8 + Level	(7 - 20)		4		8
	Heal / Harm	10 × Level			6		9

CHANNEL ENERGY

Good Cleric ☐  Evil Cleric ☐
Channel Positive Energy Cure Wounds Channel Negative Energy Inflict Wounds

CHANNEL PER DAY

Misc

Today

□□□□ = 3 + CHA + □□□□

ENERGY ROLL

Cleric
Level

Misc

□□□□ d6 = (□□□□ ÷ 2) + □□□□
(Naar boven afgerond)

WILL SAVE DC

Cleric
Level

Misc

□□□□ = 10 + (□□□□ ÷ 2) + CHA + □□□□
(Naar beneden afgerond)

CHANNEL RANGE

30 ft

Radius centred
on the Cleric

PREPARED SPELLS

0

Domain Spell +1

1

Domain Spell +1

2

Domain Spell +1

3

Domain Spell +1

4

Domain Spell +1

5

Domain Spell +1

6

Domain Spell +1

7

Domain Spell +1

8

Domain Spell +1

9