



THEOLOGIAN OF

Cleric
Level

Caster
Level

(CLERIC)

DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses
per day

☐☐☐☐
☐☐☐☐

Uses
per day

☐☐☐☐
☐☐☐☐

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

CURE / INFLECT

Light Wounds	1d8 + Level	(1 - 5)
Moderate Wounds	2d8 + Level	(3 - 10)
Serious Wounds	3d8 + Level	(5 - 15)
Critical Wounds	4d8 + Level	(7 - 20)
Heal / Harm	10 × Level	

Spell Level

Mass Spell Level

DOMAIN SECRET

Level Domain Spell Metamagic Effect

5

10

15

20

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