



# SEPARATIST

OF

(CLERIC)

Cleric  
Level

Caster  
Level

## DOMAINS

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses  
per day

□□□□ □□□□  
□□□□ □□□□

Uses  
per day

□□□□ □□□□  
□□□□ □□□□

Forbidden Domain

Cleric  
Level

- 2 =

Granted Power

Granted Power

Level

Level

DC

DC

Uses  
per day

□□□□ □□□□  
□□□□ □□□□

Uses  
per day

□□□□ □□□□  
□□□□ □□□□

## SPELLS

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

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## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

CURE / INFLECT

Light Wounds  
Moderate Wounds  
Serious Wounds  
Critical Wounds  
Heal / Harm

1d8 + Level (1 - 5)  
2d8 + Level (3 - 10)  
3d8 + Level (5 - 15)  
4d8 + Level (7 - 20)  
10 × Level

Spell Level  
1  
2  
3  
4  
6

Mass Spell Level  
5  
6  
7  
8  
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 ) +

(Round up)

WILL  
SAVE DC

Cleric  
Level

Misc

□□□□

= 10 + (

÷ 2 ) + CHA +

(Round down)

CHANNEL  
RANGE

30 ft

Radius centered  
on the Cleric