



# CLERIC OF

Cleric  
Level

Caster  
Level

## DOMAINS

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses  
per day

Uses  
per day

Uses  
per day

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses  
per day

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

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

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

## 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 centred  
on the Cleric

## PREPARED SPELLS

0

Domain Spell + 1

Domain Spell + 1

1

Domain Spell + 1

Domain Spell + 1

2

Domain Spell + 1

Domain Spell + 1

3

Domain Spell + 1

Domain Spell + 1

4

Domain Spell + 1

Domain Spell + 1

5

Domain Spell + 1

Domain Spell + 1

6

Domain Spell + 1

Domain Spell + 1

7

Domain Spell + 1

Domain Spell + 1

8

Domain Spell + 1

Domain Spell + 1

9