



MERCIFUL HEALER

OF

Cleric
Level

Caster
Level

(CLERIC)

HEALING DOMAIN

Domain

Healing

Granted Power

Rebuke Death

Granted Power

Healer's Blessing

1

Level Heal 1d4 + level (as touch) on anyone below 0hp. (3 + WIS per day)

all healing spells are "empowered" ie +50% healing

Level

6

DC

DC

Uses per day

Uses per day

∞

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
	0				WIS - 4 WIS - 8 WIS - 12
	1	+ 1	+ 1		
	2	+ 1	+ 1		
	3	+ 1	+ 1		
	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

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	10 × Level	

1

2

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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 +

CHANNEL RANGE

30 ft

Radius centred on the Cleric

Level	MERCIFUL HEALING	Targets
3	<input type="checkbox"/> Fatigued <input type="checkbox"/> Shaken <input type="checkbox"/> Sickened	1
6	<input type="checkbox"/> Dazed <input type="checkbox"/> Diseased <input type="checkbox"/> Staggered	2
9	<input type="checkbox"/> Cursed <input type="checkbox"/> Exhausted <input type="checkbox"/> Frightened <input type="checkbox"/> Nauseated <input type="checkbox"/> Poisoned	2
12	<input type="checkbox"/> Blinded <input type="checkbox"/> Deafened <input type="checkbox"/> Paralyzed <input type="checkbox"/> Stunned	3

Level TRUE HEALER

8 Instead of Merciful Healing, you may opt to reroll any 1s.

PREPARED SPELLS

0

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