



# CLERIC OF

Cleric  
LevelCaster  
Level

## DOMAINS

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses  
per day☐☐☐☐☐☐☐☐☐☐Uses  
per day☐☐☐☐☐☐☐☐☐☐

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses  
per day☐☐☐☐☐☐☐☐☐☐Uses  
per day☐☐☐☐☐☐☐☐☐☐

## SPELLS

Spell  
Save DCSpells  
per day

=

Base  
Spells

+

Bonus Spells

0

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

2

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

3

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

4

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

5

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

6

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

7

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

8

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

9

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

Spell Save DC = 10 + WIS + Spell Level

CURE / INFLECT

Light Wounds

1d8 + Level

(1 - 5)

1

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 ) +

(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