



CLERIC OF

Cleric Level

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

= 3 + **CHA** +

Misc

Today

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

Domain Spell +1

Domain Spell +1