



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

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** +

□□□□
□□□□
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ENERGY ROLL

Cleric
Level

Misc

d6 = ($\frac{\text{Cleric Level}}{2}$) +

(Round up)

WILL SAVE DC

Cleric
Level

Misc

= 10 + ($\frac{\text{Cleric Level}}{2}$) + **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