



CLERIC OF

Cleric
Level

Caster
Level

DOMAINS

Domain			
Granted Power		Granted Power	
Level		Level	
DC		DC	
Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Domain			
Granted Power		Granted Power	
Level		Level	
DC		DC	
Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
0			WIS - 4 WIS - 8 WIS - 12
1	+ 1	+ 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2	+ 1	+ 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3	+ 1	+ 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4	+ 1	+ 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5	+ 1	+ 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6	+ 1	+ 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
7	+ 1	+ 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8	+ 1	+ 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
9	+ 1	+ 1	<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

CURE / INFLECT	Light Wounds	1d8 + Level	(1 - 5)	Spell Level	1	Mass Spell Level	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
<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ENERGY ROLL

Cleric Level	Misc
<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WILL SAVE DC

Cleric Level	Misc
<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CHANNEL RANGE

30 ft	Radius centered on the Cleric
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PREPARED SPELLS

0	
Domain Spell + 1	Domain Spell + 1
1	1
Domain Spell + 1	Domain Spell + 1
2	2
Domain Spell + 1	Domain Spell + 1
3	3
Domain Spell + 1	Domain Spell + 1
4	4
Domain Spell + 1	Domain Spell + 1
5	5
Domain Spell + 1	Domain Spell + 1
6	6
Domain Spell + 1	Domain Spell + 1
7	7
Domain Spell + 1	Domain Spell + 1
8	8
Domain Spell + 1	Domain Spell + 1
9	9