



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

=

Basis
Spreuken

+

Bonusspreuken

0

1

2

3

4

5

6

7

8

9

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

Spell Save DC = 10 + WIS + Spell Level

CURE / INFLECT

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 / Harm

10 × Level

Spell Level

Mass Spell Level

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) +

(Naar boven afgerond)

WILL SAVE DC

Cleric
Level

Misc

= 10 + (÷ 2) + **CHA** +

(Naar beneden afgerond)

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

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5

☐☐☐

Domain Spell + 1

☐☐☐

Domain Spell + 1

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6

☐☐☐

Domain Spell + 1

☐☐☐

Domain Spell + 1

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

7

☐☐☐

Domain Spell + 1

☐☐☐

Domain Spell + 1

☐☐☐☐☐☐☐☐☐

8

☐☐☐

Domain Spell + 1

☐☐☐

Domain Spell + 1

9