



# THEOLOGIAN OF

Cleric  
Level

Caster  
Level

(CLERIC)

## DOMAIN

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

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

+ 1

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+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

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

1

2

3

4

6

5

6

7

8

9

## DOMAIN SECRET

Level Domain Spell

Metamagic Effect

5

10

15

20

## 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 = (  $\div 2$  ) +

(Round up)

## WILL SAVE DC

Cleric  
Level

Misc

= 10 + (  $\div 2$  ) + **CHA** +

(Round down)

## CHANNEL RANGE

30 ft

Radius centered  
on the Cleric

## PREPARED SPELLS

0

Domain Spell + 1

1

Domain Spell + 1

2

Domain Spell + 1

3

Domain Spell + 1

4

Domain Spell + 1

5

Domain Spell + 1

6

Domain Spell + 1

7

Domain Spell + 1

8

Domain Spell + 1

9