



# SEPARATIST

OF

(CLERIC)

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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day
Forbidden Domain		Cleric Level - 2 = <input type="text"/>	
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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day

## 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