



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

=

Base
Spells

+

Bonus Spells

0

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

1

+1

+1

☐☐☐

2

+1

+1

☐☐☐

3

+1

+1

☐☐☐

4

+1

+1

☐☐☐

5

+1

+1

☐☐☐

6

+1

+1

☐☐☐

7

+1

+1

☐☐☐

8

+1

+1

☐☐☐

9

+1

+1

☐☐

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

 $= 3 + \text{CHA} +$

ENERGY ROLL

Cleric
Level

Misc

 $d6 = (\div 2) +$

(Round up)

WILL SAVE DC

Cleric
Level

Misc

 $= 10 + (\div 2) + \text{CHA} +$

(Round down)

CHANNEL RANGE

30 ft

Radius centered
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