



CRUSADER OF

(CLERIC)

Crusader
Level

Caster
Level

DOMAIN

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"/> | 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"/> |

BONUS FEATS

1

5

10

15

20

SPELLS

| Spell Save DC | Spells per day | = Base Spells | + Bonus Spells |
|---------------|----------------|---------------|--------------------------------|
| 0 | | | |
| 1 | + 1 | + 1 | WIS - 4 WIS - 8 WIS - 12 |
| 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

= 3 + **CHA** + Misc Today ☐☐☐☐☐☐

ENERGY ROLL

d6 = (÷ 2) + Cleric Level Misc
(Round up)

WILL SAVE DC

= 10 + (÷ 2) + **CHA** + Cleric Level Misc
(Round down)

CHANNEL RANGE

30 ft Radius centred on the Cleric

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9