



THEOLOGIAN OF

Cleric
Level

Caster
Level

(CLERIC)

DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses
per day

Uses
per day

Uses
per day

Uses
per day

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
	0				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)
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

DOMAIN SECRET

Level	Domain Spell	Metamagic Effect
5		

10

15

20

CHANNEL ENERGY

Good Cleric	<input type="checkbox"/>	<input type="checkbox"/>	Evil Cleric	<input type="checkbox"/>
Channel Positive Energy			Channel Negative Energy	
Cure Wounds			Inflict Wounds	

CHANNEL PER DAY

Misc

Today

	= 3 + CHA +	
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ENERGY ROLL

Cleric
Level

Misc

d6	= (÷ 2) +	
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(Round up)

WILL SAVE DC

Cleric
Level

Misc

	= 10 + (÷ 2) + CHA +	
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(Round down)

CHANNEL RANGE

30 ft

Radius centered
on the Cleric

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9