THEOLOGIAN OF (CLERIC)

GOOD LAWFUL CHAOTIC EVIL

Cleric Level

Caster Level

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 WIS	WIS - 4	WIS - 8	WIS - 12
	0								
	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 / INFLICT				Spell Level	Mass Spell Level
	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

DOMAIN SECRET

Level	Domain Spell	Metamagic Effect
5		
10		
15		
20		

CHANNEL ENERGY

☐ **Good Cleric** — Channel Positive Energy, Cure Wounds

☐ **Evil Cleric** — Channel Negative Energy, Inflict Wounds

CHANNEL PER DAY

☐ = 3 + CHA + Misc

Today ☐☐☐ ☐☐☐☐☐ ☐☐☐

ENERGY ROLL

d6 = (Cleric Level ÷ 2) + Misc

(Round up)

WILL SAVE DC

☐ = 10 + (Cleric Level ÷ 2) + CHA + Misc

(Round down)

CHANNEL RANGE

30 ft — Radius centred on the Cleric

PREPARED SPELLS

0

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

☐☐☐ Domain Spell +1