



MERCIFUL HEALER

OF

Cleric
Level

Caster
Level

(CLERIC)

HEALING DOMAIN

Domain

Healing

Granted Power

Rebuke Death

Granted Power

Healer's Blessing

1

Level Heal 1d4 + level (as touch) on anyone below 0hp. (3 + WIS per day)

all healing spells are "empowered" ie +50% healing

Level

6

DC (3 + WIS per day)

DC

00

Uses per day

Uses per day

SPELLS

Spell Save DC	Spells per day	= Basis Spreuken	+ Bonusspreuken
	0		
	1	+ 1	WIS - 4 WIS - 8 WIS - 12
	2	+ 1	
	3	+ 1	
	4	+ 1	
	5	+ 1	
	6	+ 1	
	7	+ 1	
	8	+ 1	
	9	+ 1	

Spell Save DC = 10 + WIS + Spell Level

CURE

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	10 × Level	

Spell Level

Mass Spell Level

CHANNEL ENERGY

Good Cleric



Evil Cleric

Channel Positive Energy
Cure Wounds

Channel Negative Energy
Inflict Wounds

CHANNEL
PER DAY

Misc

Today

ENERGY
ROLL

Cleric
Level

Misc

WILL SAVE DC

Cleric
Level

Misc

CHANNEL RANGE

30 ft

Radius centred on the Cleric

Level	MERCIFUL HEALING	Targets
3	<input type="checkbox"/> Fatigued <input type="checkbox"/> Shaken <input type="checkbox"/> Sickened	1
6	<input type="checkbox"/> Dazed <input type="checkbox"/> Diseased <input type="checkbox"/> Staggered	2
9	<input type="checkbox"/> Cursed <input type="checkbox"/> Exhausted <input type="checkbox"/> Frightened <input type="checkbox"/> Nauseated <input type="checkbox"/> Poisoned	2
12	<input type="checkbox"/> Blinded <input type="checkbox"/> Deafened <input type="checkbox"/> Paralyzed <input type="checkbox"/> Stunned	3

Level TRUE HEALER

8 Instead of Merciful Healing, you may opt to reroll any 1s.

PREPARED SPELLS

0

Domain Spell + 1

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