



SEPARATIST

OF

(CLERIC)

Cleric
Level

Caster
Level

DOMAINS

Domain	
Granted Power	Granted Power
Level	Level
DC	DC
Uses per day	Uses per day
Forbidden Domain	
Cleric Level - 2 =	
Granted Power	Granted Power
Level	Level
DC	DC
Uses per day	Uses per day

SPELLS

Spell Save DC	Spells per day	Basis Spreuken	Bonuspreuken
0	+1	+1	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

ENERGY ROLL

Cleric Level	Misc
d6 = () ÷ 2 +	
(Naar boven afgerond)	

WILL SAVE DC

Cleric Level	Misc
= 10 + () ÷ 2 + CHA +	
(Naar beneden afgerond)	

CHANNEL RANGE

30 ft	Radius centred on the Cleric
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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	