



# CLERIC OF

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	= Basis Spreuken	+ Bonusspreuken
	0		
	1	+ 1	WIS - 4 □□□□
	2	+ 1	WIS - 8 □□□□
	3	+ 1	WIS - 12 □□□□
	4	+ 1	□□□□
	5	+ 1	□□□□
	6	+ 1	□□□□
	7	+ 1	□□□□
	8	+ 1	□□□□
	9	+ 1	□□□□

Spell Save DC = 10 + WIS + Spell Level

CURE / INFLECT	Light Wounds	1d8 + Level	(1 - 5)	Spell Level	1	Mass Spell Level	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

□□□□ = 3 + **CHA** + □□□□

### 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

## 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