



# 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	Base Spells	Bonus Spells
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 ☐ Channel Negative Energy ☐  
Cure Wounds ☐ Inflict Wounds ☐

### CHANNEL PER DAY

	Misc	Today

### ENERGY ROLL

Cleric Level	Misc

### WILL SAVE DC

Cleric Level	Misc

### CHANNEL RANGE

30 ft	Radius centered on the Cleric
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## PREPARED SPELLS

0	
Domain Spell + 1	Domain Spell + 1
1	1
Domain Spell + 1	Domain Spell + 1
2	2
Domain Spell + 1	Domain Spell + 1
3	3
Domain Spell + 1	Domain Spell + 1
4	4
Domain Spell + 1	Domain Spell + 1
5	5
Domain Spell + 1	Domain Spell + 1
6	6
Domain Spell + 1	Domain Spell + 1
7	7
Domain Spell + 1	Domain Spell + 1
8	8
Domain Spell + 1	Domain Spell + 1
9	9