



# CLERIC OF

Cleric  
LevelCaster  
Level

## DOMAINS

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses  
per day□□□□  
□□□□□□□□  
□□□□Uses  
per day

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses  
per day□□□□  
□□□□□□□□  
□□□□Uses  
per day

## SPELLS

Spell  
Save DCSpells  
per day

=

Basis  
Spreuken

+

Bonusspreuken

0

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

1

+1

+1

□

□

□

2

+1

+1

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3

+1

+1

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7

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8

+1

+1

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9

+1

+1

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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

 $= 3 + \text{CHA} +$ □□□  
□□□  
□□□

### ENERGY ROLL

Cleric  
Level

Misc

 $d6 = ( \div 2 ) +$ 

(Naar boven afgerond)

### WILL SAVE DC

Cleric  
Level

Misc

 $= 10 + ( \div 2 ) + \text{CHA} +$ 

(Naar beneden afgerond)

### CHANNEL RANGE

30 ft

Radius centred  
on the Cleric

## PREPARED SPELLS

0

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Domain Spell +1

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Domain Spell +1

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1

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Domain Spell +1

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Domain Spell +1

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Domain Spell +1

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Domain Spell +1

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Domain Spell +1

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Domain Spell +1

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Domain Spell +1

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9

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