



# SEPARATIST

OF

(CLERIC)

Cleric  
Level

Caster  
Level

## DOMAINS

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses  
per day

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

Uses  
per day

## SPELLS

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

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 + CHA +

ENERGY  
ROLL

Cleric  
Level

Misc

d6 = ( ÷ 2 ) +

(Round up)

WILL  
SAVE DC

Cleric  
Level

Misc

= 10 + ( ÷ 2 ) + CHA +

(Round down)

CHANNEL  
RANGE

30 ft

Radius centred  
on the Cleric

## 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