



# 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

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

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  
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