



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

=

Base
Spells

+

Bonus Spells

0

+1

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

1

+1

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

2

+1

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

3

+1

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

4

+1

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

5

+1

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

6

+1

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

7

+1

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

8

+1

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

9

+1

+1

+1

WIS

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 centered
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