



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
Cure Wounds
Channel Negative Energy
Inflict Wounds

CHANNEL PER DAY

	Misc	Today

ENERGY ROLL

Cleric Level	Misc

WILL SAVE DC

Cleric Level	Misc

CHANNEL RANGE

30 ft	Radius centred 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