



CLERIC OF

Cleric
LevelCaster
Level

DOMAIN

Domain

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				WIS WIS - 4 WIS - 8 WIS - 12
	1	+ 1	+ 1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2	+ 1	+ 1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3	+ 1	+ 1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4	+ 1	+ 1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5	+ 1	+ 1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6	+ 1	+ 1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7	+ 1	+ 1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8	+ 1	+ 1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9	+ 1	+ 1		<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

CURE / INFLECT	Light Wounds	1d8 + Level	(1 - 5)	Spell Level	1	Mass Spell Level	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

1

Domain Spell + 1

2

Domain Spell + 1

3

Domain Spell + 1

4

Domain Spell + 1

5

Domain Spell + 1

6

Domain Spell + 1

7

Domain Spell + 1

8

Domain Spell + 1

9