



CRUSADER OF

(CLERIC)

Crusader
Level

Caster
Level

DOMAIN

Domain

Granted Power

Granted Power

	Level		Level
DC		DC	
Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

BONUS FEATS

1

5

10

15

20

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
	0				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

= 3 + **CHA** + Misc Today ☐☐☐☐☐☐

ENERGY ROLL

d6 = (÷ 2) + Misc
(Round up)

WILL SAVE DC

= 10 + (÷ 2) + **CHA** + Misc
(Round down)

CHANNEL RANGE

30 ft Radius centred on the Cleric

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9