



CLERIC OF

Cleric
Level

Caster
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 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)	Spell Level	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

= 3 + **CHA** + Misc Today

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	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