



THEOLOGIAN OF

Cleric
Level

Caster
Level

(CLERIC)

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 - 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

Concentration

= WIS +

Caster
Level

CURE / INFLECT

Light Wounds 1d8 + Level (1 - 5)
Moderate Wounds 2d8 + Level (3 - 10)
Serious Wounds 3d8 + Level (5 - 15)
Critical Wounds 4d8 + Level (7 - 20)
Heal / Harm 10 × Level

1
2
3
4
6

5
6
7
8
9

DOMAIN SECRET

Level	Domain Spell	Metamagic Effect
5		
10		
15		
20		

CHANNEL ENERGY

Good Cleric ☐  Evil Cleric ☐
Channel Positive Energy  Channel Negative Energy 
Cure Wounds  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