



MERCIFUL HEALER

OF

(CLERIC)

Cleric
Level

Caster
Level

HEALING DOMAIN

Domain

Healing

Granted Power

Rebuke Death

Granted Power

Healer's Blessing

1	Level	Heal 1d4 + level (as touch) on anyone below 0hp. (3 + WIS per day)	all healing spells are "empowered" ie +50% healing	Level	6
	DC			DC	
	Uses per day	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>	Uses per day	∞

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
	0				WIS - 4 WIS - 8 WIS - 12
	1	+1	+1		<div><div></div><div></div><div></div></div>
	2	+1	+1		<div><div></div><div></div><div></div></div>
	3	+1	+1		<div><div></div><div></div><div></div></div>
	4	+1	+1		<div><div></div><div></div><div></div></div>
	5	+1	+1		<div><div></div><div></div><div></div></div>
	6	+1	+1		<div><div></div><div></div><div></div></div>
	7	+1	+1		<div><div></div><div></div><div></div></div>
	8	+1	+1		<div><div></div><div></div><div></div></div>
	9	+1	+1		<div><div></div><div></div><div></div></div>

Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS +

Caster
Level

CURE	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	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)

CHANNEL RANGE

30 ft

Radius centred on the Cleric

Level	MERCIFUL HEALING	Targets
3	<div><div></div> Fatigued</div> <div><div></div> Shaken</div> <div><div></div> Sickened</div>	1
6	<div><div></div> Dazed</div> <div><div></div> Diseased</div> <div><div></div> Staggered</div>	2
9	<div><div></div> Cursed</div> <div><div></div> Exhausted</div> <div><div></div> Frightened</div>	2
	<div><div></div> Nauseated</div> <div><div></div> Poisoned</div>	
12	<div><div></div> Blinded</div> <div><div></div> Deafened</div> <div><div></div> Paralyzed</div>	3
	<div><div></div> Stunned</div>	

Level TRUE HEALER

8 Instead of Merciful Healing, you may opt to reroll any 1s.

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