

CLERIC
OF

OF

C	Cleric Level	
	Livello Dell'incantatore	

DOMAINS

Domain		Domain	
Granted Power		Granted Power	
	Livello		Livello
	DC		DC
	Uses per day		Uses per day
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Granted Power		Granted Power	
	Livello		Livello
	DC		DC
	Uses per day		Uses per day
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SPELLS

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

Concentrazione = **SAG** + Livello Dell'inc

CURE / INFLECT			Spell Level	Mass Spell Level
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 / Harm	10 × Livello		6	9

CHANNEL ENERGY

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

CHANNEL
PER DAY

PER DAY Altro Today

= 3 + CAR +

ENERGY ROLL

ENERGY ROLL

CLERIC

LEVEL

ALTRA

Formula:

$$\boxed{\text{d6}} = \left(\frac{\text{Cleric Level} \div 2 \right) + \text{Altra}$$

(Arrotond. per eccesso)

**WILL
SAVE DC**

WILL SAVE DC Cleric Level Altro

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CAR} + $$

(Round down)

CHANNEL RANGE

30 mtrs Radius centred on the Cleric

PREPARED SPELLS

[illegible]