



# CRUSADER OF

(CLERIC)

Crusader  
Level

Caster  
Level

## DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses  
per day

□□□□  
□□□□

□□□□  
□□□□

Uses  
per day

## BONUS FEATS

1

5

10

15

20

## SPELLS

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

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Spell Save DC = 10 + WIS + Spell Level

Concentration

□

=

WIS

+

□

Caster  
Level

CURE / INFLECT

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 × 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)

WILL  
SAVE DC

Cleric  
Level

Misc

= 10 + ( ÷ 2 ) + CHA +

(Round down)

CHANNEL  
RANGE

30 ft

Radius centred  
on the Cleric

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9