



# CLERIC OF

Cleric  
Level

Caster  
Level

## DOMAINS

Domain	Domain
Granted Power	Granted Power
Level	Level
DC	DC
Uses per day	Uses per day
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

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

= 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 centred on the Cleric

## PREPARED SPELLS

0	
Domain Spell +1	Domain Spell +1
1	
Domain Spell +1	Domain Spell +1
2	
Domain Spell +1	Domain Spell +1
3	
Domain Spell +1	Domain Spell +1
4	
Domain Spell +1	Domain Spell +1
5	
Domain Spell +1	Domain Spell +1
6	
Domain Spell +1	Domain Spell +1
7	
Domain Spell +1	Domain Spell +1
8	
Domain Spell +1	Domain Spell +1
9	