



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

Spell Level
1
2
3
4
6

Mass Spell Level
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
Cure Wounds

Channel Negative Energy
Inflict Wounds

CHANNEL
PER DAY

Misc

Today

= 3 + CHA +

ENERGY
ROLL

Cleric
Level

Misc

= (÷ 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