SEPARATIST OF (CLERIC)

GOOD LAWFUL CHAOTIC EVIL

Cleric Level

Caster Level

DOMAINS

Domain	Forbidden 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 (WIS, WIS - 4, WIS - 8, WIS - 12)
	0			
	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 / INFLICT

			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 × Level		6	9

CHANNEL ENERGY

Good Cleric ☐
Channel Positive Energy
Cure Wounds

☐ **Evil Cleric**
Channel Negative Energy
Inflict Wounds

CHANNEL PER DAY

= 3 + CHA + Misc

Today

ENERGY ROLL

d6 = (Cleric Level ÷ 2) + Misc

(Round up)

WILL SAVE DC

= 10 + (Cleric Level ÷ 2) + CHA + Misc

(Round down)

CHANNEL RANGE

30 ft Radius centred on the Cleric

PREPARED SPELLS

0			
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	☐☐☐ Domain Spell + 1		☐☐☐ Domain Spell + 1