



CLERIC OF

Cleric
LevelCaster
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	