CDIICADED Crueadar	DDED	DED	CDELLC
CRUSADER Crusader Level	PREPARED SPELLS		
Caster		_	
(CLERIC) Level Level		– o	
DOMAIN Domain		_	
	Domain Spell +1		
Granted Power Granted Power			
Level		_	
		- 1	
		_	
Uses DODD Uses per day DODDD per day		_	
BONUS FEATS	Domain Spell +1		
1			
5		_	
10 15		- 2	
20		_	
SPELLS *		_	
Spell Spells = Base + Bonus Spells Save DC per day = Spells + Spells ← Spells			
o per day Spells 4 8 8 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2	□□□ Domain Spell +1		
1 +1 +1 □□□□		_	
2 +1 +1 0000		- 3	
3 +1 +1 0000		_	
4 +1 +1 ,,,,		_	
5 +1 +1 000			
6 +1 +1 000	Domain Spell +1		
7 +1 +1 000			
8 +1 +1 00		- 4	
9 +1 +1		_ 4	
Spell Save DC = 10 + WIS + Spell Level		_	
Concentration = WIS + Caster			
Level	□□□ Domain Spell +1		
Light Wounds 1d8 + Level (1 - 5) 1 5 6		_	
10 10 10 10 10 10 10 10		_ 5	
Serious Wounds 3d8 + Level (5 - 15) = 3 3 7			
EXAMPLE 20 Critical Wounds 4d8 + Level (7 - 20) 6 4 8 8 9 9 10 × Level 6 7 - 20 6 7 - 20 6 7 - 20			
CHANNEL ENERGY	□□□ Domain Spell +1		
Good Cleric Channel Positive Energy Evil Cleric Channel Negative Energy		6	
Cure Wounds Inflict Wounds			
CHANNEL PER DAY Misc Today			
= 3 + CHA +	□□□ Domain Spell + 1		
		7	
ENERGY Cleric ROLL Level Misc			
d6 = (÷ 2) +			
(Round up)	□□□ Domain Spell + 1		
WILL Cleric		- - 8	
SAVE DC Level Misc		_	
=10+(÷2)+CHA+			
(Round down)	Domain Spell + 1		000
CHANNEL RANGE		0	
Radius centred		- 9	
30 ft on the Cleric			