MERCIFUL HEALER

OF

(CLERIC)

Cleric Level

Caster Level

HEALING DOMAIN

Domain: *Healing*

Granted Power: *Rebuke Death*		Granted Power: *Healer's Blessing*	
1	Level	*all healing spells are "empowered" ie +50% healing*	Level 6
Heal 1d4 + level (as touch) on anyone below 0hp. (3 + WIS per day)	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			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	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)

CHANNEL RANGE

30 ft — Radius centred on the Cleric

Level	MERCIFUL HEALING			Targets
3	☐ Fatigued	☐ Shaken	☐ Sickened	1
6	☐ Dazed	☐ Diseased	☐ Staggered	2
9	☐ Cursed ☐ Nauseated	☐ Exhausted ☐ Poisoned	☐ Frightened	2
12	☐ Blinded ☐ Stunned	☐ Deafened	☐ Paralyzed	3

Level	TRUE HEALER
8	Instead of Merciful Healing, you may opt to reroll any 1s.

PREPARED SPELLS

0

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
- ☐☐☐ Domain Spell +1
- ☐☐☐
- ☐☐☐
- ☐☐☐