



THEOLOGIAN OF

Cleric
Level

Caster
Level

(CLERIC)

DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses
per day

Uses
per day

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)	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

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

= 3 + **CHA** + Misc Today

ENERGY ROLL

d6 = (÷ 2) + Cleric Level Misc
(Round up)

WILL SAVE DC

= 10 + (÷ 2) + **CHA** + Cleric Level Misc
(Round down)

CHANNEL RANGE

30 ft Radius centred
on the Cleric

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9