



CRUSADER OF

(CLERIC)

Crusader
Level

Caster
Level

DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses
per day

Uses
per day

Uses
per day

Uses
per day

BONUS FEATS

1

5

10

15

20

SPELLS

Spell
Save DC

Spells
per day

=

Base
Spells

+

Bonus Spells

0

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

1

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

2

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

3

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

4

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

5

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

6

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

7

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

8

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

9

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

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

Misc

Today

3 + CHA +

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

1

2

3

4

5

6

7

8

9