



MERCIFUL HEALER

OF

(CLERIC)

Cleric
Level

Caster
Level

HEALING DOMAIN

Domain

Healing

Granted Power

Rebuke Death

Granted Power

Healer's Blessing

1

Level

Heal 1d4 + level (as touch) on anyone below 0hp. (3 + WIS per day)

all healing spells are "empowered" ie +50% healing

Level

6

DC

DC

Uses per day

000000

000000

Uses per day

∞

SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
	0		
	1	+1	WIS - 4
	2	+1	WIS - 8
	3	+1	WIS - 12
	4	+1	
	5	+1	
	6	+1	
	7	+1	
	8	+1	
	9	+1	

Spell Save DC = 10 + WIS + Spell Level

Concentration

0 = WIS +

Caster Level

CURE

Light Wounds 1d8 + Level (1 - 5)
Moderate Wounds 2d8 + Level (3 - 10)
Serious Wounds 3d8 + Level (5 - 15)
Critical Wounds 4d8 + Level (7 - 20)
Heal 10 × Level

Spell Level 1 2 3 4 6

Mass Spell Level 5 6 7 8 9

CHANNEL ENERGY

Good Cleric



Evil Cleric

Channel Positive Energy Cure Wounds
Channel Negative Energy Inflict Wounds

CHANNEL PER DAY

Misc

Today

0 = 3 + CHA +

000000

ENERGY ROLL

Cleric Level

Misc

d6 = (÷ 2) + (Round up)

CHANNEL RANGE

30 ft

Radius centred on the Cleric

Level	MERCIFUL HEALING	Targets
3	<input type="checkbox"/> Fatigued <input type="checkbox"/> Shaken <input type="checkbox"/> Sickened	1
6	<input type="checkbox"/> Dazed <input type="checkbox"/> Diseased <input type="checkbox"/> Staggered	2
9	<input type="checkbox"/> Cursed <input type="checkbox"/> Exhausted <input type="checkbox"/> Frightened <input type="checkbox"/> Nauseated <input type="checkbox"/> Poisoned	2
12	<input type="checkbox"/> Blinded <input type="checkbox"/> Deafened <input type="checkbox"/> Paralyzed <input type="checkbox"/> Stunned	3

Level TRUE HEALER

8

Instead of Merciful Healing, you may opt to reroll any 1s.

PREPARED SPELLS

0

Domain Spell +1

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