



# 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