



CLERIC OF

(CLERIC)

Cleric
Level

Caster
Level

DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses
per day

□□□□
□□□□

□□□□
□□□□

Uses
per day

SPELLS

Spell
Save DC

Spells
per day

=

Base
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

WIS

WIS - 4

WIS - 8

WIS - 12

□

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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

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