



# SEPARATIST

OF

(CLERIC)

Cleric  
Level

Уровень  
Заклинателя

## DOMAINS

Domain	Forbidden Domain
Granted Power	Granted Power
Level	Level
DC	DC
Uses per day	Uses per day
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	+1	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

## 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	
Domain Spell +1	Domain Spell +1
1	
Domain Spell +1	Domain Spell +1
2	
Domain Spell +1	Domain Spell +1
3	
Domain Spell +1	Domain Spell +1
4	
Domain Spell +1	Domain Spell +1
5	
Domain Spell +1	Domain Spell +1
6	
Domain Spell +1	Domain Spell +1
7	
Domain Spell +1	Domain Spell +1
8	
Domain Spell +1	Domain Spell +1
9	