



# CRUSADER

OF

(CLERIC)

Crusader  
Level

Conjurador  
Nível

## 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

## ENERGIA ROLAGEM

Cleric  
Level

Misc

d6 = ( ) ÷ 2 +

(Round up)

## VONTADE CD DE RESISTÊNCIA

Cleric  
Level

Misc

10 + ( ) ÷ 2 + CHA

(Round down)

## CHANNEL RANGE

9m

Radius centred  
on the Cleric

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9