

CLERIC
OF

OF

Cleric
Level

Conjurador
Nível

DOMAINS

Domain		Domain	
Granted Power		Granted Power	
	Level		
	DC		DC
	Uses per day		Uses per day
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Granted Power		Granted Power	
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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)	Spell Level	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 Channel Negative Energy
 Cure Wounds Inflict Wounds

CHANNEL
PER DAY

PER DAY = 3 + CHA + Misc Today

ENERGIA
ROLAGEM

ENERGIA
ROLAGEM

Cleric
Level

Misc

d6 = (÷ 2) +

(Round up)

VONTADE
CD DE RESISTÊNCIA

VONTADE (Cleric Level) Misc

CD DE RESISTÊNCIA

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA} + $$

(Round down)

CHANNEL RANGE

9m Radius centred on the Cleric

PREPARED SPELLS

[illegible]