



MERCIFUL HEALER

OF

(CLERIC)

Cleric
Level

Caster
Level

HEALING DOMAIN

Domain

Healing

Granted Power

Rebuke Death

Granted Power

Healer's Blessing

1	Level	Heal 1d4 + level (as touch) on anyone below 0hp. (3 + WIS per day)	all healing spells are "empowered" ie +50% healing	Level	6
	DC			DC	
	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	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	10 × Level		6	9

CHANNEL ENERGY

Good Cleric ☐ ☒ Evil Cleric ☐
Channel Positive Energy ☒ Channel Negative Energy ☐
Cure Wounds ☒ Inflict Wounds ☐

CHANNEL PER DAY

= 3 + CHA + Misc Today

ENERGY ROLL

d6 = (Cleric Level ÷ 2) + Misc (Round up)

CHANNEL RANGE

30 ft Radius centred on the Cleric

Level	MERCIFUL HEALING	Targets
3	<input type="checkbox"/> Fatigued <input type="checkbox"/> Shaken <input type="checkbox"/> Sickened	1
6	<input type="checkbox"/> Dazed <input type="checkbox"/> Diseased <input type="checkbox"/> Staggered	2
9	<input type="checkbox"/> Cursed <input type="checkbox"/> Exhausted <input type="checkbox"/> Frightened <input type="checkbox"/> Nauseated <input type="checkbox"/> Poisoned	2
12	<input type="checkbox"/> Blinded <input type="checkbox"/> Deafened <input type="checkbox"/> Paralyzed <input type="checkbox"/> Stunned	3

Level TRUE HEALER

8 Instead of Merciful Healing, you may opt to reroll any 1s.

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	