



# 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

Uses per day

000000  
000000

000000  
000000

Uses per day

∞

## SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
	0		
	1	+1	WIS - 4 WIS - 8 WIS - 12
	2	+1	
	3	+1	
	4	+1	
	5	+1	
	6	+1	
	7	+1	
	8	+1	
	9	+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

Misc Today  
 = 3 + CHA +

### ENERGY ROLL

Cleric Level Misc  
 d6 = (  ÷ 2 ) +  (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