



CRUSADER OF

(CLERIC)

Crusader
Level

Caster
Level

DOMAIN

Domain			
Granted Power		Granted Power	
Level		Level	
DC		DC	
Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	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 - 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)
Moderate Wounds **2d8** + Level (3 - 10)
Serious Wounds **3d8** + Level (5 - 15)
Critical Wounds **4d8** + Level (7 - 20)
Heal / Harm **10** × Level

Spell Level

1
2
3
4
6

Mass Spell Level

5
6
7
8
9

CHANNEL ENERGY

Good Cleric ☐



Evil Cleric ☐

Channel Positive Energy
Cure Wounds

Channel Negative Energy
Inflict Wounds

CHANNEL PER DAY

= 3 + CHA +

Misc

ENERGY ROLL

Cleric
Level

Misc

d6

= (÷ 2) +

(Round up)

WILL SAVE DC

Cleric
Level

Misc

= 10 + (÷ 2) + CHA +

(Round down)

CHANNEL RANGE

30 ft

Radius centred
on the Cleric

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9