



THEOLOGIAN OF

Cleric
Level

(CLERIC)

Уровень
Заклинателя

DOMAIN

Domain

Granted Power

Granted Power

Level

Level

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 / 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

DOMAIN SECRET

Level	Domain Spell	Metamagic Effect
5		
10		
15		
20		

CHANNEL ENERGY

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

CHANNEL PER DAY

= 3 + **CHA** + Misc Today

ENERGY ROLL

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

WILL SAVE DC

= 10 + (÷ 2) + **CHA** + Cleric Level Misc
(Round down)

CHANNEL RANGE

30 ft Radius centred
on the Cleric

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