



THEOLOGIAN OF

Cleric
Level

Caster
Level

(CLERIC)

DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses
per day

Uses
per day

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)
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

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

Misc

Today

= 3 + CHA +

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

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