



# CLERIC OF

Cleric Level   
Conjurador Nivel

(CLERIC)

## DOMAIN

Domain			
Granted Power		Granted Power	
<input type="text"/>	Level	<input type="text"/>	Level
<input type="text"/>	DC	<input type="text"/>	DC
Uses per day	<input type="text"/>	<input type="text"/>	Uses per day

## SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
<input type="text"/>	0		WIS - 4 WIS - 8 WIS - 12
<input type="text"/>	1	+1	<input type="text"/>
<input type="text"/>	2	+1	<input type="text"/>
<input type="text"/>	3	+1	<input type="text"/>
<input type="text"/>	4	+1	<input type="text"/>
<input type="text"/>	5	+1	<input type="text"/>
<input type="text"/>	6	+1	<input type="text"/>
<input type="text"/>	7	+1	<input type="text"/>
<input type="text"/>	8	+1	<input type="text"/>
<input type="text"/>	9	+1	<input type="text"/>

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

## CHANNEL ENERGY

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

## CHANNEL PER DAY

= 3 + **CHA** +  Misc  Today

## ENERGIA ROLAGEM

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

## VONTADE CD DE RESISTÊNCIA

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

## CHANNEL RANGE

9m 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	