



# 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