



MERCIFUL HEALER

OF

(CLERIC)

Cleric
Level

Caster
Level

HEALING DOMAIN

Domain

Healing

Granted Power

Rebuke Death

Granted Power

Healer's Blessing

1	Level	Heal 1d4 + level (as touch) on anyone below 0hp. (3 + WIS per day)	all healing spells are "empowered" ie +50% healing	Level	6
	DC			DC	
	Uses per day			Uses per day	∞

SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
	0		
	1	+1	WIS - 4
	2	+1	WIS - 4
	3	+1	WIS - 4
	4	+1	WIS - 4
	5	+1	WIS - 4
	6	+1	WIS - 4
	7	+1	WIS - 4
	8	+1	WIS - 4
	9	+1	WIS - 4

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

CURE	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	10 × Level	6	9

CHANNEL ENERGY

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

CHANNEL PER DAY

= 3 + CHA + Misc Today

ENERGY ROLL

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

CHANNEL RANGE

30 ft Radius centred on the Cleric

Level	MERCIFUL HEALING	Targets
3	<input type="checkbox"/> Fatigued <input type="checkbox"/> Shaken <input type="checkbox"/> Sickened	1
6	<input type="checkbox"/> Dazed <input type="checkbox"/> Diseased <input type="checkbox"/> Staggered	2
9	<input type="checkbox"/> Cursed <input type="checkbox"/> Exhausted <input type="checkbox"/> Frightened <input type="checkbox"/> Nauseated <input type="checkbox"/> Poisoned	2
12	<input type="checkbox"/> Blinded <input type="checkbox"/> Deafened <input type="checkbox"/> Paralyzed <input type="checkbox"/> Stunned	3

Level TRUE HEALER

8 Instead of Merciful Healing, you may opt to reroll any 1s.

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	