



CLOISTERED CLERIC OF

Cleric
Level
Caster
Level

DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses per day

Uses per day

SPELLS

Spell Save DC	Spells per day	Basis Spreuken	Bonuspreuken
0	0	0	WIS - 4 WIS - 8 WIS - 12
1	+1	+1	0
2	+1	+1	0
3	+1	+1	0
4	+1	+1	0
5	+1	+1	0
6	+1	+1	0
7	+1	+1	0
8	+1	+1	0
9	+1	+1	0

Spell Save DC = 10 + WIS + Spell 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

BREADTH OF KNOWLEDGE

Cleric
Level

Knowledge bonus = $\frac{\text{Cleric Level}}{2}$

Can make knowledge checks untrained.

CHANNEL ENERGY

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

CHANNEL PER DAY

Misc Today
 $\text{Channel} = 3 + \text{CHA} + \text{Misc}$

ENERGY ROLL

Cleric Level Misc
 $\text{Energy Roll} = \left(\frac{\text{Cleric Level}}{2} \right) + \text{Misc}$ (Naar boven afgerond)

WILL SAVE DC

Cleric Level Misc
 $\text{Will Save DC} = 10 + \left(\frac{\text{Cleric Level}}{2} \right) + \text{CHA} + \text{Misc}$

WELL-READ

Level +2 to skill checks, caster level checks and saving throws if pertaining to magical glyphs, runes and writing.

VERBAL INSTRUCTIONS

ALLIES Cleric Level

Level 3
 $\text{Allies} = \frac{\text{Cleric Level}}{3}$

Aid a number of allies within 30ft on skill or ability checks.

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9