



# 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	=	Base Spells	+	Bonus Spells
	0				WIS - 4 WIS - 8 WIS - 12
	1	+1	+1		<div></div> <div></div> <div></div>
	2	+1	+1		<div></div> <div></div> <div></div>
	3	+1	+1		<div></div> <div></div> <div></div>
	4	+1	+1		<div></div> <div></div> <div></div>
	5	+1	+1		<div></div> <div></div> <div></div>
	6	+1	+1		<div></div> <div></div> <div></div>
	7	+1	+1		<div></div> <div></div> <div></div>
	8	+1	+1		<div></div> <div></div> <div></div>
	9	+1	+1		<div></div> <div></div> <div></div>

Spell Save DC = 10 + WIS + Spell Level

CURE / INFLECT	Light Wounds	1d8 + Level	(1 - 5)	Spell Level	1	Mass Spell Level	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  =  ÷ 2

Can make knowledge checks untrained.

## CHANNEL ENERGY

Good Cleric ☐Evil Cleric ☐Channel Positive Energy  
Cure WoundsChannel 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 + 

## WELL-READ

Level 2 +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  =  ÷ 3

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

## 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