



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	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

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
 $\text{Energy Roll} = \left(\frac{\text{Cleric Level}}{2} \right) + \text{Misc}$ (Round up)

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 +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

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

Domain Spell +1