



CLOISTERED CLERIC OF

Cleric
LevelCaster
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 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 2 | + 1 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 3 | + 1 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 4 | + 1 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 5 | + 1 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 6 | + 1 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 7 | + 1 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 8 | + 1 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 9 | + 1 | <input type="checkbox"/> <input type="checkbox"/> |

Spell Save DC = 10 + WIS + Spell Level

| | | | | | |
|----------------|-----------------|-------------|----------|---|---|
| CURE / INFLICT | 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
LevelKnowledge 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