



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	
	2	+ 1	
	3	+ 1	
	4	+ 1	
	5	+ 1	
	6	+ 1	
	7	+ 1	
	8	+ 1	
	9	+ 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 = ÷ 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