

CLERIC

Class Level

Caster Level

DEITY

GOOD

EVIL

CHAOTIC

LAWFUL

GOOD

EVIL

CHAOTIC

LAWFUL

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS WIS - 4 WIS - 8 WIS - 12
	1					<div>☐</div> <div>☐</div> <div>☐</div>
	2					<div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div>
	3					<div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div>
	4					<div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div>
	5					<div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div>
	6					<div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div>
	7					<div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div>
	8					<div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div>
	9					<div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div>

Spell Save DC = 10 + WIS + Spell Level

TURN / REBUKE UNDEAD

Good Cleric

Turn, Halt, Rout and Destroy Undead

Evil Cleric

Rebuke, Halt, Awe, Control, Dispel Turning and Bolster Undead

Turns / Rebukes per Day

Misc

Today

= 3 + CHA +

1 TURNING CHECK

= d20 + CHA

2 TO TURN CREATURE MAX HIT DICE Cleric Level

= (Turning Check ÷ 3) +

- 4

3 TO DESTROY CREATURE MAX HIT DICE Cleric Level

=

÷ 2

(Round down)

4 CREATURES AFFECTED TOTAL HIT DICE Cleric Level

= 2d6 + CHA +

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

Domain Spell

Domain Spell

Domain Spell

Domain Spell

Domain Spell

Domain Spell

Domain Spell

Domain Spell

Domain Spell

Domain Spell

CLERIC DOMAINS			
Domain	Domain	Domain	Domain
Granted Power	Granted Power	Granted Power	Granted Power
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9