



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

Concentration = WIS + Caster 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 ☐ Channel Negative Energy ☐
Cure Wounds ☐ 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 glyphs, runes and other writing.

VERBAL INSTRUCTIONS

Level 3 ALLIES Cleric Level
= ÷ 3

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