



CLOISTERED CLERIC OF

Cleric
LevelCaster
Level

DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses
per dayUses
per dayUses
per dayUses
per day

SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
	0		
	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)
Moderate Wounds	2d8 + Level	(3 - 10)
Serious Wounds	3d8 + Level	(5 - 15)
Critical Wounds	4d8 + Level	(7 - 20)
Heal / Harm	10 × Level	

Spell Level

Mass Spell Level

BREADTH OF KNOWLEDGE

Cleric Level

Knowledge bonus

=

÷ 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

= 3 + CHA +

ENERGY
ROLLCleric
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

1

2

3

4

5

6

7

8

9