



# 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		+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

1 2 3 4 6

Mass Spell Level

5 6 7 8 9

## 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 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