



# CLOISTERED CLERIC OF

Cleric  
LevelCaster  
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	

1	5
2	6
3	7
4	8
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

□□□□

= ( ÷ 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