CLOISTERED Cleric PREPARED SPELLS			
CIEDIC			
OF Level			
		o	
DOMAIN			
Domain	□ □ □ Domain	Spell +1	
Granted Power Granted Power			
		1	
Level			
DQ DDC			
Uses DODDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD			
SPELLS	□ □ □ Domain	Spell +1	
Spell Spells Base Bonus Spells			
Save DC per day Spells		2	
0 888			
1 +1 +1 0000			
2 +1 +1 0000			
3 +1 +1 0000	Domain	Spell +1	000
5 +1 +1 000		2	
7 +1 +1		3	
8 +1 +1 000			
9 +1 +1			
Spell Save DC = 10 + WIS + Spell Level	Domain Domain	Spell +1	
Caster			
Concentration = WIS + Level			
E Light Wounds 1d8 + Level (1 - 5) 1 5		4	
Light Wounds 1d8 + Level (1 - 5) 1 5 H Moderate Wounds 2d8 + Level (3 - 10) 2 2 6 Serious Wounds 3d8 + Level (5 - 15) 3 7			
Critical Wounds 4d8 + Level (7 - 20) 5 4 8 Heal / Harm 10 × Level 6	□ □ □ Domain	Spell +1	
BREADTH OF KNOWLEDGE			
Cleric Level		5	
Knowledge bonus = ÷ 2			
Can make knowledge checks untrained.			
CHANNEL ENERGY	□ □ □ Domain	Spell +1	
Good Cleric Channel Positive Energy Devil Cleric Channel Negative Energy			
Cure Wounds Inflict Wounds		6	
CHANNEL PER DAY Misc Today			
			000
	Domain	Spell +1	
ENERGY Cleric ROLL Level Misc		7	
d6 = (÷ 2) + (Round up)			
Cleric (Round up)			
WILL SAVE DC Level Misc	□ □ □ Domain	Spell +1	
=10+(÷2)+CHA+		8	
WELL-READ			000
Level +2 to skill checks, caster level checks and saving throws			000
2 if pertaining to glyphs, runes and other writing.	□ □ □ Domain	Spell +1	000
VERBAL INSTRUCTIONS ALTHES Cloried and		9	
Cleric Level 3 Cleric Level 3 \$\displays 3		_ 9 	