



CLOISTERED CLERIC OF

Cleric
LevelУровень
Заклинателя

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		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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 WoundsChannel 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