



CLOISTERED CLERIC OF

Cleric
Level
Conjurador
Nível

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)	1	5
	Moderate Wounds	2d8 + Level (3 - 10)	2	6
	Serious Wounds	3d8 + Level (5 - 15)	3	7
	Critical Wounds	4d8 + Level (7 - 20)	4	8
	Heal / Harm	10 × Level	6	9

BREADTH OF KNOWLEDGE

Cleric Level

Knowledge bonus = ÷ 2

Can make knowledge checks untrained.

CHANNEL ENERGY

Good Cleric ☐ Evil Cleric ☐
Channel Positive Energy ☐ Channel Negative Energy ☐
Cure Wounds ☐ Inflict Wounds ☐

CHANNEL PER DAY

Misc Today
= 3 + CHA +

ENERGIA ROLAGEM

Cleric Level Misc
d6 = (÷ 2) + (Round up)

VONTADE RESISTÊNCIA

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

Domain Spell +1