



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		<div></div> <div></div> <div></div>
	2	+1		+1		<div></div> <div></div> <div></div>
	3	+1		+1		<div></div> <div></div> <div></div>
	4	+1		+1		<div></div> <div></div> <div></div>
	5	+1		+1		<div></div> <div></div> <div></div>
	6	+1		+1		<div></div> <div></div> <div></div>
	7	+1		+1		<div></div> <div></div> <div></div>
	8	+1		+1		<div></div> <div></div> <div></div>
	9	+1		+1		<div></div> <div></div> <div></div>

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

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