

Cleric

Hit Die: 1d8

Base AC: 10

Class Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcane) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Class Feats:

Simple Weapons

Heavy Armor Proficiency And Shields

Medium Armor Proficiency

Light Armor Proficiency

THE CLERIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day Per Spell Level												
						0	1	2	3	4	5	6	7	8	9			
1	+0	+2	+0	+2	Turn undead	3	1	—	—	—	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3		4	2	—	—	—	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3		4	2	1	—	—	—	—	—	—	—	—	—	—
4	+3	+4	+1	+4		5	3	2	—	—	—	—	—	—	—	—	—	—
5	+3	+4	+1	+4		5	3	2	1	—	—	—	—	—	—	—	—	—
6	+4	+5	+2	+5		5	3	3	2	—	—	—	—	—	—	—	—	—
7	+5	+5	+2	+5		6	4	3	2	1	—	—	—	—	—	—	—	—
8	+6/+1	+6	+2	+6		6	4	3	3	2	—	—	—	—	—	—	—	—
9	+6/+1	+6	+3	+6		6	4	4	3	2	1	—	—	—	—	—	—	—
10	+7/+2	+7	+3	+7		6	4	4	3	3	2	—	—	—	—	—	—	—
11	+8/+3	+7	+3	+7		6	5	4	4	3	2	1	—	—	—	—	—	—
12	+9/+4	+8	+4	+8		6	5	4	4	3	3	2	—	—	—	—	—	—
13	+9/+4	+8	+4	+8		6	5	5	4	4	3	2	1	—	—	—	—	—
14	+10/+5	+9	+4	+9		6	5	5	4	4	3	3	2	—	—	—	—	—
15	+11/+6/+1	+9	+5	+9		6	5	5	5	4	4	3	2	1	—	—	—	—
16	+12/+7/+2	+10	+5	+10		6	5	5	5	4	4	3	3	2	—	—	—	—
17	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	2	1	—	—	—
18	+13/+8/+3	+11	+6	+11		6	5	5	5	5	4	4	3	3	2	—	—	—
19	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3	—	—	—
20 +	15/+10/+5	+12	+6	+12		6	5	5	5	5	5	4	4	4	4	—	—	—