	SEP	ARAT	IST	Cleric Level		X	PREPAI	RED	SPELLS	Ĭ.
CHANGE CEN		OF		Caster Level						
** ×		(CLERIC) DOMAIN		Level _				0		
Domain		DOMAII	NO		# (
							Domain Spell + 1			Domain Spell + 1
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per day per day Forbidden Domain Claric				/ <u> </u> 						
T OIDIGGET DOTT			Cleric Level	2 =			Domain Spell + 1			Domain Spell + 1
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								2		
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	5	+ 1	+ 1							
	6	+ 1	+ 1					4		
	7	+ 1	+ 1					_		
	8	+ 1	+ 1	-						
	9	+ 1	+ 1					ı		
Spell Save DC = 10 + WIS + Spell Level							Domain Spell + 1			Domain Spell + 1
Light Woun	ds	1d8 + Level		1	- 5			_		
Light Woun Moderate W Serious Wo	lounds	2d8 + Level 3d8 + Level		Spell Level 3	Mass Spell Level			5		
Critical Woo	unds	4d8 + Level		Spell Spell	8 Sp			-		
Critical Woo		10 × Level		6	§ 9		Domain Spell			Domain Spell + 1
×	СН	ANNEL E	NERGY		" (Domain Spell + 1			Dollidiii Speii + 1
Good Cleric Channel Positive Energy Evil Cleric Channel Negative Energy								6		
Cure Wounds Channel Positive Energy Cure Wounds Inflict Wounds					e Energy					
CHANNEL										
PER DAY			Misc		Today		Domain Spell + 1			Domain Spell + 1
=	3 +	CHA +					т1			т1
ENERGY Cleric ROLL Level Misc								7		
d6 = (÷ 2) +							Domain Spell + 1			Domain Spell + 1
(Naar boven afgerond) WILL Cleric							. 1			. 1
WILL Cleric SAVE DC Level Misc						8				
=10 + (÷2) + CHA +										
(Naar beneden afgerond)							Domain Spell + 1			Domain Spell + 1
CHANNEL PANCE										
RANGE Radius centred								9		
30 ft on the Cleric										