SP (\\ 4W.	C	LERIC		Cleric		PREPARED SPELLS				
4		OF		Level : aster						
Notico sa				Level					0	
DOMAIN									0	
Domain										
Granted Pow	ver			Grante	d Power			Domain Spell +1		
Level				Level					1	
DO					2				1	
Uses DODDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD				Uses per day						
SPELLS										
Spell		Spells Base			Spells]	Domain Spell +1		
Save DC	1 [per day	Spells	4	12 8					
	0	+1							2	
	1									
	2	+ 1	+1							
	3	+1	+1	P P						
	4	+1	+1				[Domain Spell +1		
	5	+1	+1						3	
	6	+1								
	7	+1	+1							
	8	+ 1								
Coall Cove	9	+1	+1							
		/IS + Spell Le						Domain Spell + 1		
Light Wor		1d8 + Level 2d8 + Level		1	e e					
INFLICT Moderate Serious V		3d8 + Level		Leve						
Critical W		4d8 + Level (7 - 2		96	Mass S ₁				4	
D Heal / Ha		10 × Level		6	₹ 9					
CHANNEL ENERGY										
Good Cleric Channel Positive Energy							[Domain Spell +1	5	
Channel Positive Energy Cure Wounds Channel Negative Energy Inflict Wounds										
CHANNEL										
PER DAY Misc Today										
	= 3 + (3 + CHA +								
ENERGY	Cl	eric -						Domain Spell + 1		
ENERGY Cleric ROLL Level				Misc						
d6	= ((Round up) Cleric Level							6	
	(1									
WILL SAVE DC					Misc					
	=10+(/		HA +			[Domain Spell +1		
	((Round down)							7	
CHANNEL									-	
RANGE										
30 ft Radius centered on the Cleric							[Domain Spell +1		
									8	
								0		
							[Domain Spell +1	9	000