CLERIC Cate Level Constitution Clear Cate Ca	CLOISTERED Cleric	PREPARED SPELLS		
DOMAIN D	CIEDIC	TREFINED OF BEES		
DOMAIN	3,000			
			0	
Control Former Cont	DOMAIN *			
Septile Sept	Domain	Domain Spell + 1		
See	Granted Power Granted Power			
Septis Specific			1	
	Leve		1	
SPEILS Speak Spe	20			
Spell Spell Rest Semisprocker Spell Spell Rest Semisprocker Spell Specified Spec				
Speel Speed Spee		Domain Spell + 1		
1				
1			2.	
1				
3		000		
1				000
Spell Save DC = 10 + Wis + Spell Level		Domain Spell + 1		
Spell Save DC = 10 + WIS + Spell Level			-	
T			3	
S				
Spell Save DC = 10 + Wiss + Spell Level 1 - 5				
Seption Serious Septiment	9 +1 +1 🗆			
Channel Positive Energy Chan	Spell Save DC = 10 + WIS + Spell Level			
Moderate Wounds 2d8 + Level (3 - 10) 3	Eg Light Wounds 1d8 + Level (1 - 5) 1 5			
Critical Wounds	Moderate Wounds 2d8 + Level (3 - 10) a 2		4	-
BREADTH OF KNOWLEDGE Cleric Level Knowledge bonus				
BREADTH OF KNOWLEDGE Cleric Level Con make knowledge bonus CHANNEL CHANNEL PER DAY Sod Cleric Channel Positive Energy Cure Wounds CHANNEL PER DAY Misc Today Servi Cleric Channel Negative Energy Inflict Wounds Misc Today Servi Cleric Channel Negative Energy Cure Wounds CHANNEL PER DAY Misc Today Servi Cleric Channel Negative Energy Channel Negative Energy Cleric Channel Negative Energy	D W			
Cleric Level	Theat / Hallin 10 % Eevel 0 9			
Knowledge bonus = ÷ 2 Can make knowledge checks untrained. CHANNEL ENERGY Cure Wounds Channel Negative Energy Cure Wounds Misc Today = 3 + CHA + ENERGY ROLL Level Misc Domain Spell + 1 Cleric ROLL Level +2 to skill checks, caster level checks and saving throws if pertaining to magical glyphs, runes and writing. VERBAL INSTRUCTIONS ALLIES Cleric Level 3 ALLIES Cleric Level Level +3 to skill checks, caster level checks and saving throws if pertaining to magical glyphs, runes and writing.				
Can make knowledge checks untrained. CHANNEL ENERGY Good Cleric Channel Positive Energy Inflict Wounds CHANNEL ENERGY Cure Wounds CHANNEL ENERGY Channel Positive Energy Inflict Wounds CHANNEL ENERGY CHANNEL ENERGY Channel Positive Energy Inflict Wounds CHANNEL ENERGY CHANNEL ENERGY Cleric Misc Cleric Level The Misc Misc Cleric Level Cleric Misc Cleric Level Cleric Misc Cleric Level Cleric Misc Cleric Level Cleric Level Cleric Misc Cleric Level Domain Spell +1 Channel Positive Energy Cha	Level		_	
CHANNEL ENERGY Cood Cleric Channel Negative Energy Inflict Wounds CHANNEL PER DAY Misc Today ENERGY Cleric Level Cleric Level Misc Cleric Level Misc Domain Spell + 1 WELL-READ Level +2 to skill checks, caster level checks and saving throws 2 if pertaining to magical glyphs, runes and writing. VERBAL INSTRUCTIONS Level +3 Cleric Level Level +3 Cleric Level Cleric Level -5 3 Domain Spell + 1)	
Good Cleric Channel Negative Energy Inflict Wounds CHANNEL PER DAY Misc Today ENERGY ROLL Level Level Misc Cleric Level +2 to skill checks, caster level checks and saving throws 2 if pertaining to magical glyphs, runes and writing. WELL-READ Level +2 to skill checks, caster level checks and saving throws 2 if pertaining to magical glyphs, runes and writing. Level +3 Cleric Level Level +2 to Skill checks, Caster level checks and saving throws 2 if pertaining to magical glyphs, runes and writing.			-	
Channel Positive Energy Cure Wounds CHANNEL PER DAY Misc Today = 3 + CHA + ENERGY Cleric Level Level Level WILL SAVE DC Cleric Level +2 to skill checks, caster level checks and saving throws 2 if pertaining to magical glyphs, runes and writing. WELL-READ Level ALLIES Cleric Level ALLIES Cleric Level Claric Grady Domain Spell +1 Domain Spell +1 Domain Spell +1 Cleric Cl				
CHANNEL PER DAY Misc Today = 3 + CHA + ENERGY ROLL Level Misc Cleric Level Misc Cleric Level Misc Domain Spell + 1 ENERGY ROLL Cleric Level Misc Domain Spell + 1 Cleric Level Misc Domain Spell + 1 Cleric Level Misc Cleric Misc Cleric Misc Domain Spell + 1 Cleric Level Misc Domain Spell +				
PER DAY Misc Today Series and saving throws a if pertaining to magical glyphs, runes and writing. Misc Level			6	
ENERGY Cleric Level Misc d6 = (÷ 2) + (Naar boven afgerond) WILL SAVE DC Level H2 to skill checks, caster level checks and saving throws 2 if pertaining to magical glyphs, runes and writing. ALLIES Cleric Level Level 3 = ÷ 3	PER DAY Misc Today			
ENERGY Cleric Level d6 = (
Misc d6 = (÷ 2) + (Naar boven afgerond) WILL SAVE DC Cleric Level =10 + (÷ 2) + CHA + WELL-READ Level +2 to skill checks, caster level checks and saving throws if pertaining to magical glyphs, runes and writing. VERBAL INSTRUCTIONS ALLIES Cleric Level ALLIES Cleric Level Bomain Spell + 1				
d6 = (÷ 2) + (Naar boven afgerond)	Oleffe		_	
WILL SAVE DC Cleric Level =10 + (÷2) + CHA + WELL-READ Level +2 to skill checks, caster level checks and saving throws if pertaining to magical glyphs, runes and writing. VERBAL INSTRUCTIONS ALLIES Cleric Level Begin to the company of th	d6 = (÷ 2) + (Naar boven afgerond)		7	
WELL-READ Level +2 to skill checks, caster level checks and saving throws if pertaining to magical glyphs, runes and writing. VERBAL INSTRUCTIONS ALLIES Cleric Level Bomain Spell +1 Cleric Level ALLIES Cleric Level	Cleric			
WELL-READ Level +2 to skill checks, caster level checks and saving throws if pertaining to magical glyphs, runes and writing. VERBAL INSTRUCTIONS ALLIES Cleric Level Begin to the control of the con		D 1 0 11		
Level +2 to skill checks, caster level checks and saving throws if pertaining to magical glyphs, runes and writing. VERBAL INSTRUCTIONS ALLIES Cleric Level Below: ALLIES Cleric Level Below: ALLIES Cleric Level Below: Below	`			
2 if pertaining to magical glyphs, runes and writing. VERBAL INSTRUCTIONS ALLIES Cleric Level Level 3 = ÷ 3			8	
VERBAL INSTRUCTIONS Domain Spell + 1 Domain Spell + 1 ALLIES Cleric Level Domain Spell + 1 Domain Spell + 1 Level 3 =				
ALLIES Cleric Level Clevel	VERBAL INSTRUCTIONS			
3 =÷3 =			_	
			9	