

## DOMAINS

Domain		Domain
Granted Powers		Granted Powers
	<b>1</b>	
	<b>2</b>	
	<b>3</b>	
	<b>4</b>	
	<b>5</b>	
	<b>6</b>	
	<b>7</b>	
	<b>8</b>	
	<b>9</b>	
Domain		Additional Domain
Granted Powers		Granted Powers
	<b>1</b>	
	<b>2</b>	
	<b>3</b>	
	<b>4</b>	
	<b>5</b>	
	<b>6</b>	
	<b>7</b>	
	<b>8</b>	
	<b>9</b>	

## SPELLS

Spell Save DC		Spells per day	=	Basis Sprenken	+	Bonussprenken
	0					WIS WIS - 4 WIS - 8 WIS - 12
	1	+ 2		+ 2		☐ ☐ ☐ ☐
	2	+ 2		+ 2		☐ ☐ ☐ ☐
	3	+ 2		+ 2		☐ ☐ ☐ ☐
	4	+ 2		+ 2		☐ ☐ ☐ ☐
	5	+ 2		+ 2		☐ ☐ ☐ ☐
	6	+ 2		+ 2		☐ ☐ ☐ ☐
	7	+ 2		+ 2		☐ ☐ ☐ ☐
	8	+ 2		+ 2		☐ ☐ ☐ ☐
	9	+ 2		+ 2		☐ ☐ ☐ ☐

Spell Save DC = 10 + WIS + Spell Level

Concentration  = **WIS** + Caster Level

**CHANNEL ENERGY**

Channel Positive Energy ☐ ☐ Channel Negative Energy

### CHANNEL ENERGY PER DAY

Misc

Today

$$\square = 3 + \text{CHA} +$$

## ENERGY ROLL

Priest  
Level

Misc

**ENERGY ROLL** =  $\left( \frac{\text{Level}}{\text{Priest}} \div 2 \right) + \text{Index}$   
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**WILL SAVE DC**

Priest  
Level

$$\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \text{CHA}$$

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## PREPARED SPELLS

[illegible]