E E	VANGELIST Cleric			PREPARED SPELLS			
	OF	Leve					
Now A	(CLERIC)	Leve				0	
×	DOMAIN		,			U	
Domain							
Granted Power		Gr	ranted Power		Domain Spell + 1		Command Subject obeys commands for 1 rd
Level			Level			1	
DC			DC			_	
Uses per day			Uses er day				
SPELLS							
Spell Spells Base Bonus Spells					Domain Spell + 1		Enthrall Captivate all within 100ft + 10ft/lv
Save DC	. , , .	ells	12				
	0		M N N N N N N N N N N N N N N N N N N N			2	
	1 +1						
	2 +1						
	3 + 1 4 1				Damain Caell		
					Domain Spell + 1		Tongues Speak and understand any language
	5 + 1 6 + 1						
	7 +1					3	
	8 +1						
	9 + 1						
9 + 1 + 1 □ □  Spell Save DC = 10 + WIS + Spell Level							
PUBLIC SPEAKER					Domain Spell + 1	<b>4</b>	Suggestion Influence subject's actions
DC reduction Cleric							
Level							
SERMONIC PERFORMANCE  DURATION Cleric Level Misc							
rds = 2 + ( × 2 ) + GHA +  Rounds Today							
WILL SAVE DC Cleric Level					Domain Spell + 1	5	Greater Command Command 1 subject per level
$= 10 + ( \div 2 ) + CHA$							
COUNTERSONG Counter magical effects that depend on sound.							
Allies within 30ft use Performance roll in place of a saving throw							
FASCINATE MAX AUDIEN	Cleric CE Level				Domain Spell + 1		Geas/Quest Subject must complete a task
	= ÷3		(D   )				
INSPIRE COUI			(Round up)			6	
Bonus against charm and compulsion effects					-		
Bonus to attack and damage rolls							
Level	2 Bonus hit dice	AFFECTE	ענ		Domain Spell + 1		Mass suggestion Influence 1 subject per level
9	+ 2d10 (including CON)					7	
Level INSPIRE HEROICS MAX AFFECTED					. *		
+ 4 to all saving throws + 4 to AC							
CHANNEL ENERGY					Domain Spell + 1	8	Sympathy Gather creatures of one type/alignment
Good Cleric Channel Positive Energy Energy							
CHANNEL PER DAY Misc Today  = 3 + CHA +							
ENERGY Cleric Level Misc					Domain Spell + 1		Demand Influence with a message at any distance
d6 =	(Round up)					9	
WILL SAVE DC Cleric Level Misc							
=10+( ÷2)+CHA+							
	`′						