

Cleric Level	<u> </u>
Caster Level	

PREPARED SPELLS	ED SPELLS
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UNDEAD Cleric	PREPARED SPELLS			
LORD Caster				
OF Caster Level				
		0		
(CLERIC)				
DEATH DOMAIN	□ □ □ Domain	Spell + 1		
Domain				
Granted Power Granted Power				
		1		
Level				
DQ DQ				
Uses DDDD DDD Uses		Spell + 1		
per day per day per day				
SPELLS Spell Spells Base Bonus Spells				
Spell Spells = Base + Bonus Spells Save DC Spells + Bonus Spells		2		
O SIN MINIS				
1 +1 +1 -1				
2 +1 +1 0000		Spell + 1		
3 +1 +1 0000		+ 1		
4 +1 +1 0000				
5 +1 +1		3		
6 +1 +1				
7 +1 +1				
8 +1 +1		0 11		
9 +1 +1 🗆	Domain	Spell + 1		
Spell Save DC = 10 + WIS + Spell Level				
Light Wounds 1d8 + Level (1 - 5) 1 5		4		
Moderate Wounds 2d8 + Level (3 - 10)				
Moderate Wounds 2d8 + Level (3 - 10)				
Critical Wounds 4d8 + Level (7 - 20) 5 4 8 8				
Heal / Harm 10 × Level 6 9	□ □ □ Domain	Spell + 1		
CORPSE COMPANION				
Companion		5		
Creating a corpse companion takes 8 hours, and the companion				
may have hit dice up to your cleric level.				
CHANNEL ENERGY	□ □ □ Domain	Spell + 1		
Good Cleric Channel Positive Energy				
Cure Wounds Inflict Wounds		6		
CHANNEL				
PER DAY Misc Today				
= 3 + CHA +		Spell + 1		
ENERGY Cleric ROLL Level Misc				
		 		
(Round up)				
WILL Cleric SAVE DC Level Misc		Spell + 1		
=10 + (÷2) + CHA +		+ 1		
CHANNEL RANGE		8		
30 ft Radius centred on the Cleric				
UNLIFE HEALER	Domain	Spell + 1		
Level All spells, channelling and other effects to heal undead		+ 1		
8 are "empowered" for +50%.		9		
Level All spells, channelling and other effects to heal undead always do their maximum effect +50%.				
16 always do their maximum effect +50%.				