8 / 44.	CLERIC	Cle	eric [PREPARED SPELLS			
	OF		evel				
A SOUTH STATE OF THE SECOND			ster evel			0	
×	DOMAII	N	,			0	
Domain							
Granted Powe	er		Granted Power		Domain Spell +1		
			<u></u>				
Level			Level			1	
DC			DC				
Uses per da			Uses per day				
SPELLS						000	
Spell	Spells _	Base ,	Bonus Spells		Domain Spell + 1		
Save DC	per day	Spells	8 - 1 - 1 - 2				
	0		WIS WIS WIS			2	
	1 +1	+1					
	3 +1	+1					
	3 +1 +1	+1			5		
	5 +1	+1			Domain Spell +1		
	6 +1	+1					
	7 +1	+ 1				3	
	8 +1	+1					
	9 +1	+ 1					
Spell Save DC = 10 + WIS + Spell Level					Domain Snell		
☐ Light Wou	nds 1d8 + Level	(1 - 5)	1 _ 5		Domain Spell +1	4	
Critical W. Light Wou	Wounds 2d8 + Level	(3 - 10)	Spell Level Spell Level Rass Spell Level				
Serious W		(5 - 15)					
Critical W		(7 - 20)					
			6 9				
CHANNEL ENERGY					Domain Spell +1		
Good Cleric Channel Positive Energy Cure Wounds Energy Inflict Wounds				7 T			
			ounds			_	
CHANNEL PER DAY		Misc	Today			5	
	= 3 + CHA +						
	,				Domain Spell +1		
ENERGY ROLL	Cleric Level	Mi	isc		71		
	= (÷ 2) +				6	
uo	(Round up)	′					
WILL Cleric							
SAVE DC	Level	2) +01	Misc		Domain Spell + 1		
	=10+(÷	/	IA +			_	
(Round down)						7	
CHANNEL RANGE							
30 ft Radius centred on the Cleric					Domain Spell +1		
on the cient				_	•		
					8		
					Domain Spell + 1		
						9	
•							