

## 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	=	Base Spells	+	Bonus Spells
	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

$$\boxed{\phantom{000}} = 3 + \text{CHA} + \boxed{\phantom{000}}$$

## ENERGY ROLL

Priest  
Level

Misc

$$\boxed{\text{d8}} = \left( \frac{\text{Level}}{\text{Priest}} \div 2 \right) + \text{WIS} \quad (\text{Round up})$$

**WILL SAVE DC**

Priest  
Level

(Round up)

**WILL SAVE DC** =  $10 + \left( \frac{\text{First Level}}{2} \right) + \text{CHA}$  (Round down)

## PREPARED SPELLS

[illegible]