400	CLERIC		Cleric	PREPARED SPELLS				
	OF		Level					
Port Live			Caster Level					
*	DOMAIN	IS				0		
Domain			Domain					
Granted Power			Granted Power		Domain Spell + 1			Domain Spell + 1
Granted Fower			Granted Fower			J		
Level			Level					
1 DQ						1		
Uses								
per day Granted Power			per day Granted Power					
			dranted rower		Domain Spell + 1			Domain Spell + 1
Level			Level			J		
20						-		
Uses			Uses			2		
per day			per day			-		
×	SPELLS	;	*			-		
Spell Save DC	Spells per day	Base Spells	+ Bonus Spells + ∞ ☐		Domain Snell -			Domain Snell
	0		WIS WIS - 4 WIS - 8 WIS - 1		Domain Spell + 1			Domain Spell + 1
	1 +1	+1				-		
	2 +1	+1				3		
	3 +1	+1						
	4 +1	+1						
	5 +1	+1						
	6 +1	+1			Domain Spell + 1			Domain Spell + 1
	7 +1	+1						
	8 +1	+1				1		
	9 +1	+1	TT			4		
2nell Save DC						-		
Spell Save DC = 10 + WIS + Spell Level Caster						-		
Concentration = WIS			Level		Domain Spell + 1			Domain Spell + 1
∴ Light Wound	ds 1d8 + Level	(1 - 5)	1 _ 5			J		
Light Wounds 1d8 + Level (1 - 5) Moderate Wounds 2d8 + Level (3 - 10) Serious Wounds 3d8 + Level (5 - 15) Critical Wounds 4d8 + Level (7 - 20) Heal / Harm 10 × Level			evel l			5		
		(5 - 15)						
Critical Wou	ınds 4d8 + Level	(7 - 20)	8 spe			-		
5 Heal / Harm	10 × Level		6 ≥ 9		Domain Spell + 1			Domain Spell + 1
CHANNEL ENERGY					T +	6		T +
Good Cleric Channel Positive Energy George Channel Negative Energy								
Cure Wounds Curannel Nega			5					
CHANNEL						-		
PER DAY		Misc	Today		Domain Snoll			Domain Snell
=	3 + CHA +				Domain Spell + 1			Domain Spell + 1
ENERGY	Olavia					7		
ROLL	Cleric Level		Misc			-		
d6 =	(÷ 2) +						
3.0	(Round up)	_	Misc		Domain Spell + 1	8		Domain Spell + 1
WILL SAVE DC	Cleric							
	.0+(+2)+		CHA+					
=.								
(Round down)					Domain Spell + 1			Domain Spell + 1
CHANNEL RANGE						9		
Radius centred						3		
On It on	the Cleric							