8 (Jan	CLERIC			Cleric		PREPARED SPELLS				
	OL.	OF		Level :				_		
***************************************				Level				0		
Domain	Γ	OMAINS			Domain			-		
							Domain Spell +1			Domain Spell +1
Granted Power				Grante	d Power		7 T			7 T
Level				oxo	0			-		
DDC F.								1		
Uses					ses day			-		
per day Granted Power										
							Domain Spell +1			Domain Spell +1
Leve				0,00	200		_			
DC					Ses Ses			2		
Uses										
per day				per day						
Spell		SPELLS Spells	Race	Bonus	Snalls			-		
Save DC		per day = S	Base Spells		8 ²		Domain Spell +1			Domain Spell +1
	0			WIS -						
	1	+1	+ 1	77	77			-		
	2	+1	+ 1	P	+ +			3		
	3	+1	+1	- P	- -			-		
	4	+ 1	+ 1	- PP	 			-		
	5	+1	+1	- P	<u> </u>		Domain Spell +1			Domain Spell + 1
	6	+1	+1	P P				J		
	7	+1	+1					-		
	8	+1	+1					4		
Chall Cave DC	9							-		
Spell Save DC = 10 + WIS + Spell Level Caster								-		
Concentration	1	= \\\\	[S +		Level		Domain Spell +1			Domain Spell +1
Light Woun	ds 1d	1d8 + Level (1 - 5) 2d8 + Level (3 - 10) 3d8 + Level (5 - 15)		1	(1)			J		
Light Wound Moderate W Critical Wood Heal / Harm	ounds 20			<u>e</u> 2				5		
Serious Wo	unds 30			Spell Level				-		
Critical Wou	unds 40		7 - 20)		Mass 8			-		
				6			Domain Spell +1			Domain Spell +1
CHANNEL ENERGY					" (
Good Cleric Channel Positive Energy Evil Cleric Channel Negative					e Energy	6				
			Wounds				-			
CHANNEL PER DAY		Misc			Today			-		
=	2 + C]	+ CHA +					Domain Spell +1			Domain Spell + 1
) · CIIA ·						7		
ENERGY ROLL		Cleric Level								
		÷2)+		Misc						
d6	`	(Round up)					Domain Spell +1			Domain Spell +1
WILL		Cleric						8		
SAVE DC	(0+(Misc					
=										
(Round down)							Domain Spell +1			Domain Spell +1
CHANNEL RANGE								9		
30 ft Radius centred on the Cleric										
30 π on the Cleric										