

Cleric Level	}
onjurador Nível	

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PR	EP.	AR	ED	SPI	ELLS

UNDEAD CIERC	PKI	EPAREI) SPELLS
LORD Conjurador			
OF Nível			
		0	
(CLERIC)			
DEATH DOMAIN Domain	□ □ □ Domain Spell	+ 1	
Somain			
Granted Power Granted Power		1	
Level			
Uses Uses per day DODO per day	□□□ Domain Spell	+ 1	
SPELLS			
Spell Spells = Base + Bonus Spells Save DC per day = Spells + Spells		2	
o per day Spells 52 2			
1 +1 +1 -1			
2 +1 +1 0000			
3 +1 +1 ,000	□ □ □ Domain Spell	+ 1	
4 +1 +1 0000			
5 +1 +1 000		3	
6 +1 +1 ,,,)	
7 +1 +1 000			
8 +1 +1 000			
9 +1 +1	□ □ □ Domain Spell	+ 1	
Spell Save DC = 10 + WIS + Spell Level			
Concentration = WIS + Caster			
Concentration = WIS + Level		4	
Light Wounds 1d8 + Level (1 - 5) 1 $\frac{1}{\omega}$ 5			
Light Wounds 1d8 + Level (1 - 5) 1 5 6 6 Serious Wounds 3d8 + Level (5 - 15) 3 3 7			
Serious Wounds 3d8 + Level (5 - 15) = 3	Domain Spell	+ 1	
Heal / Harm 10 × Level (7 - 20) 6 8 8 9			
CORPSE COMPANION		5	
Companion			
Creating a corpse companion takes 8 hours, and the companion	Domain Spell	+1	000
may have hit dice up to your cleric level.			
Good Cleric Good Cleric Evil Cleric		6	
Channel Positive Energy Channel Negative Energy			
Cure Wounds Inflict Wounds			
CHANNEL PER DAY Misc Today	Domain Spell	+1	000
= 3 + CHA +			
		/	
ENERGIA Cleric ROLAGEM Level Misc			
□ = (÷ 2) +	□ □ □ Domain Spell	+ 1	000
d6 = (8	
CHANNEL RANGE		0	
30 m Radius centred on the Cleric	000		000
UNLIFE HEALER	□□□ Domain Spell	+1	000
Level All spells, channelling and other effects to heal undead			
8 are "empowered" for +50%.		— 9	

Level All spells, channelling and other effects to heal undead 16 always do their maximum effect +50%.