00 \\ 14W	CLERIC			Cleric		PREPARED SPELLS				
		OF		Level : Caster				_		
* Second				Level				- 0		
×		DOMAIN	S		" (_		
Domain					Domain					
Granted Power				Grant	ed Power		Domain Spell + 1			Domain Spell +1
					<u>_</u>			_		
Level					Level			- 1		
00					Jses day					
Uses per day										
Granted Power				Grant	ed Power					
Level					vel		Domain Spell + 1			Domain Spell +1
					Level			_		
DO				Uses per day	DC			- 2		
Uses per day								_		
×		SPELLS			*			_		
Spell		Spells =	Base	+ Bonus						
Save DC		per day	Spells		2 - 8 - 1		Domain Spell + 1			Domain Spell +1
	0	4.1	+1		MIS MIS			_		
	1	+1	+1	-				- 3		
	2		+1					_		
	3	+1	+1					_		
	5	+1	+1	.						
	6	+1	+1	-			Domain Spell + 1			Domain Spell +1
	7	+1	+1					_		
	8	+1	+1	- 11				_ /.		
	9	+1	+1	. []				- 4		
Spell Save DC	Į									
					Caster					
Concentration		= WIS +			Level		Domain Spell + 1			Domain Spell +1
E Light Wound	ls	1d8 + Level (1 - 5)		1	_ 5					
Light Wounds Light Wounds Critical Wounds Heal / Harm				spell Level	6 Fe			_ 5		
Serious Wou	ınds		(5 - 15)	al led	S Spe					
Critical Wou	nds .	4d8 + Level	(7 - 20)		>					
			6	9		Domain Spell + 🛭			Domain Spell + 1	
CHANNEL ENERGY					# (_		
Good Cleric Channel Positive Energy Evil Cleric Channel Negat						6				
Cure Wounds Inflict Wo				Wounds						
CHANNEL PER DAY			Misc		Today					
	2 + (WIISC				Domain Spell + 1			Domain Spell +1
	2	3 + CHA +						_		
ENERGY ROLL		Cleric Level : 2) +						- 7		
	1									
d6	`						Domain Spell + 1			Domain Spell +1
WILL	(Round up) Cleric Level							0		
SAVE DC					Misc			- 8		
=:	10+(0+(÷2)+(·					
(Round down)			1)				Domain Spell + 1			Domain Spell +1
CHANNEL RANGE										
Radius centred								- 9		
30 ft on the Cleric										