Cleric	
CASTER LVL	6
SPELL SAVE	+3
	DC MOD

SPELL SAVE DC	13	14	15	16						
LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
SPELLS PER DAY	5	4	4	3						

Character: Donner

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	40 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	160 ft.
LONG RANGE (400 ft. + 40 ft. / level)	640 ft.

DOMAIN INFORMATION

Weather

Ability

Your vision is unobstructed by nonmagical weather conditions. Add Survival to your list of cleric class skills. You gain a +2 bonus on all weather related Survival checks.

prep		spell name	school	comp	cast time	range	duration	save	SR	description	ref
	1	Obscuring Mist	con[creation]	vs	1sa	20 ft.	6 min	None	No	Fog surrounds you.	ph:258
	2	Fog Cloud	con[creation]	vs	1sa	Med	60 min	None	No	Fog obscures vision.	ph:232
	3	Call Lightning	evo[electricity]	vs	1r	Med	6 min	Ref half	Yes	Calls down lightning bolts (3d6 per bolt) from sky.	ph:207

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	—— 0-Level Spells (Orisons) ——									
	Create Water	con[creation][water]	vs	1sa	Close	Inst	None	No	Creates 12 gallons of pure water.	ph:215
	Detect Magic	div	vs	1sa	60 ft.	[c]->6 min(D)	None	No	Detects spells and magic items within 60 ft.	ph:219
	Detect Poison	div	vs	1sa	Close	Inst	None	No	Detects poison in one creature or object.	ph:219
	Purify Food and Drink	tra	vs	1sa	10 ft.	Inst	Will neg(o)	Yes(o)	Purifies 6 cu. ft. of food or water.	ph:267
	Read Magic	div	vsf	1sa	Personal	60 min			Read scrolls and spellbooks.	ph:269
	—— 1st-Level Spells ——									
	Divine Favor	evo	vsdf	1sa	Personal	1 min			You gain +2 on attack and damage rolls.	ph:224
	Doom	nec[fear,mind]	vsdf	1sa	Med	6 min	Will neg	Yes	One subject takes -2 on attack rolls, damage rolls, saves, and checks.	ph:225
	Faith Healing	con[healing]	vs	1sa	Touch	Inst	Will half(h)	Yes(h)	Heal 13 points of damage to follower of same deity as you.	spc:87
	Protection from Evil	abj[good]	vsm/df	1sa	Touch	6 min(D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	ph:266
	—— 2nd-Level Spells ——									
	Align Weapon	tra[see text]	vsdf	1sa	Touch	6 min	Will neg(h,o)	Yes(h,o)	Weapon becomes good, evil, lawful, or chaotic.	ph:197
	Body Blades	tra	vs	1sa	Personal	6 min			You attack as if armed, deal bonus damage, harm grapplers.	spc:35
	Deific Vengeance	con[summon]	vsdf	1sa	Close	Inst	Will half	Yes	God's punishment deals 3d6 damage (6d6 vs. undead).	spc:62
	Delay Poison	con[healing]	vsdf	1sa	Touch	6 hr	Fort neg(h)	Yes(h)	Stops poison from harming subject.	ph:217
	—— 3rd-Level Spells ——									
	Cure Serious Wounds	con[healing]	vs	1sa	Touch	Inst	Will half(h)*	Yes(h)*	Cures 3d8+6 damage.	ph:216
	Energy Vulnerability	abj	vsmdf	1a	Medium	6 rd	Will neg	Yes	Subjects gain vulnerability to the specified energy.	phb2:112
	Searing Light	evo	vs	1sa	Med	Inst	None	Yes	Ray deals 3d8 damage, 6d6 against undead.	ph:275