CLERIC		PREPARED SPELLS				
	Level					
	Caster Level			0		
DEITY	1000			0		
			Domain Spell			
SPELLS						
Spell Spells B	ase + Bonus Spells			1		
Save DC per day Sp	oells 4 8 2					
0	WIS WIS WIS					
1			Domain Spell			
2						
3				2		
4						
5						
6			Domain Spell			
7				3		
8						
9						
Spell Save DC = 10 + WIS + Spell Level		Domain Spell				
TURN / REBUKE U		·	4			
Good Cleric  Turn, Halt,  Turn, Halt,						
	Control, Dispel, Turning, and Bolster Undead		Domain Spell			
TVDVG / DDDVVVG DVD DAV			Domain Spen			
_	Misc Today			5		
= 3 + CHA +						
1 TURNING CHECK		Damain Cuall				
			Domain Spell	6		
= d20 + CHA						
2 TO TURN CREATURE MAX HIT DICE Cleric Level						
			7			
= (Turning ÷ 3)		Domain Spell				
3 TO DESTROY CREATUREMAX						
Cleric Level				4		
= ÷2	(Round down)					
CDEATURES AFFECTED TOTAL	,		Domain Spell			
4 CREATURES AFFECTEDTOTAL HIT DICE Cleric Level				8		
= 2d6 + CHA	. +					
			Domain Spell			
				9		
×		CLERIC I				*
Domain	Domain		Domain		D	omain
Granted Power	Granted Power		Granted Power		G	ranted Power
	1			1		
	22			2		
	3 3			3		
4		4	i		4	
5		5			5	
6			5		6	
7		7	7		7	
8		8	8		8	
	9	)		9		