CLERIC	Class	PREPARED SPELLS				
	Level					
	Caster Level			0		
DEITY				U		
	40 KO KIN		Domain Spell			
SPELLS						
Spell Spells = Ba Save DC per day Spe				1		
0	M WIS					
1			Domain Spell			
2						
3				2		
4	7770					
5						
6	777		Domain Spell			
7				3		
8						
9						
Spell Save DC = 10 + WIS + Spell Level		Domain Spell	,			
TURN / REBUKE UN						
	Evil Cleric			4		
Turn, Halt, Rout, and	Rebuke, Halt, Awe, Control, Dispel, Turning,					
Destroy Undead	and Bolster Undead		Domain Spell			
TURNS / REBUKES PER DAY Misc Today = 3 + CHA +				5		
1 TURNING CHECK		Domain Spell	7			
= d20 + CHA						
2 TO TURN CREATURE MAX HIT DICE Cleric Level						
$= \left(\begin{array}{c} \text{Turning} \\ \text{Check} \end{array} \div 3 \right) + -4$				Domain Spell		
3 TO DESTROY CREATUREMAX HIT DICE Cleric Level = ÷ 2 (Round down)						
				Domain Spell		
4 CREATURES AFFECTED TOTAL	HIT DICE Cleric Level			8		
= 2d6 + CHA +						
			Domain Spell			
				9		
×			DOMAINS			,
Domain Domain						Domain
Granted Power	Granted Power		Granted Power			Granted Power
	1		1		1	
	2		2		2	
		3		3		
		4		4		
		5		5		
	6		6		6	