CLERIC	Class					
	Level					
	Caster Level			0		
DEITY				U		
	40/20 EN		Domain Spell			
SPELLS	*					
Spell Spells =	Base + Bonus Spells			1		
Save DC per day	Spells + 27					
0	WIS					
1			Domain Spell			
2						
3				2		
4						
5						
6			Domain Spell			
7						
8				3		
9						
Spell Save DC = 10 + WIS + Spell Leve	el		Domain Spell			
TURN / REBUKE UNDEAD			<u> </u>			
Good Cleric □	☐ Evil Cleric			4		
Turn, Halt,	Rebuke, Halt, Awe,					
Rout and Destroy Undead	Control, Dispel Turning and Bolster Undead		Domain Spell			
THE ADDITION OF THE PAY	Misc Today					
TURNS / REBUKES PER DAY Misc Today  = 3 + CHA +				5		
1 TURNING CHECK			Domain Spell			
The CITY			Domain open			
= d20 + CH	.A.			6		
2 TO TURN CREATURE MAX	HIT DICE					
Cleric Level			Domain Chall			
$= \left( \begin{array}{c} \text{Turning} \\ \text{Check} \end{array} \div 3 \right) + -4$			Domain Spell			
3 TO DESTROY CREATURE M	IAX HIT DICE			7		
Cleric Level  = ÷ 2 (Round down)  4 CREATURES AFFECTED TOTAL HIT DICE Cleric Level						
			Domain Spell	_		
				8		
= 2d6 + CH	A +					
~			Domain Spell			
				9		
Domain	Domain	CLER	RIC DOMAINS			Domain
Domain Domain		Domain			Domain	
Granted Power Granted Power			Granted Power			Granted Power
	1		1		1	
	3		3		3	
	4				4	
	5		5		5	
	6					