CLERIC	Class	PREPARED SPELLS				
	Level					
	Caster Level			0		
DEITY				U		
	4016 CAN		Domain Spell			
SPELLS	*					
Spell Spells = Base Save DC per day Spell	_ '			1		
	4 % -					
0	WIS					
1	_ 7777		Domain Spell			
2	_ 7777					
3				2		
4						
5						
6	_		Domain Spell			
7				3		
8	_			,		
9						
Spell Save DC = 10 + WIS + Spell Level			Domain Spell			
TURN / REBUKE UNDEAD				4		
000	vil Cleric			4		
Rout, and	Rebuke, Halt, Awe, Control, Dispel, Turning,					
Destroy Undead **** a	and Bolster Undead		Domain Spell			
TURNS / REBUKES PER DAY Misc Today = 3 + CHA +				5		
2 TO TURN CREATURE MAX HIT DICE			Domain Spell	6		
			Domain Spell			
3 TO DESTROY CREATUREMAX HIT DICE				/ '		
= ÷ 2	(Round down)					
4 CREATURES AFFECTED TOTAL HIT DICE Cleric Level			Domain Spell	0		
= 2d6 + CHA +	ŀ					
			Domain Spell			
				9		
Domain	CLERI	CLERIC DOMAINS Domain			Domain	
Granted Power Granted Power		Granted Power				Granted Power
1			1		1	
2	2		2		2	
3			3		3	
4			4		4	
5			5		5	
6					6	