CLERIC	Class	PREPARED SPELLS				
	Level					
	Caster Level			0		
DEITY				U		
	A TOTAL STATE OF THE STATE OF T		Domain Spell			
SPELLS	*					
Spell Spells Base				1		
Save DC per day Spells	4 % -					
0	WIS					
1			Domain Spell			
2						
3				2		
4						
5						
6	- 777		Domain Spell			
7				3		
8	_			)		
9	_ 🗀 🗀					
Spell Save DC = 10 + WIS + Spell Level			Domain Spell			
TURN / REBUKE UNI	vil Cleric ebuke, Halt, Awe, ontrol, Dispel Turning			4		
Turn, Halt, Rout and Co						
Destroy Undead a	nd Bolster Undead		Domain Spell			
TURNS / REBUKES PER DAY Misc Today  = 3 + CHA +				5		
1 TURNING CHECK = d20 + CHA			Domain Spell			
2 TO TURN CREATURE MAX HIT DICE				U		
Cleric Level						
$= \left( \begin{array}{c} \text{Turning} \\ \text{Check} \end{array} \div 3 \right) + -4$			Domain Spell	7		
3 TO DESTROY CREATURE MAX HIT DICE Cleric Level						
= ÷ 2	(Round down)					
A CAPPARTINE OF A PERCEPT HOMAN	,					
4 CREATURES AFFECTED TOTAL HIT DICE Cleric Level				8		
= 2d6 + CHA +						
			Domain Spell			
				9		
Domain	CLERIC	CLERIC DOMAINS  Domain			Domain	
Domain				Domain		
Granted Power Granted Power			Granted Power		(	Granted Power
1			1		1	
2			2		2	
3			3		3	
4			4		4	
5			5		5	
		6				