CLERIC Cleric		PREPARED SPELLS					
CLLING	Level						
	Caster Level			0			
DEITY				U			
	140 P.		Domain Spell				
DOMAI	INS						
Domain	Domain			1			
Granted Power	Granted Power			_			
	Ordined Fower						
			Domain Spell				
			<u> </u>				
1				2			
2				_			
3							
4			Domain Spell				
5			Domain Spen				
6				3			
7				_			
8			Domain Spell				
9				4			
SPELLS				•			
Spell Spells : Save DC per day	Basis + Bonusspreuken						
	Sprenken S M M M S M M S M M S M M S M M S M M S M M M M M M M M M M M M M M M M M M M M		Domain Spell				
0				5			
1				,			
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3			Domain Spell				
4				6			
5	<u> </u>			U			
6							
7			Domain Spell				
8				_			
9	44			7			
Spell Save DC = 10 + WIS + Spell L							
TURN / REBUK			Domain Spell				
Good Cleric	□ Evil Cleric			8			
Turn, Halt, Rout and	Rebuke, Halt, Awe, Control, Dispel Turning						
Destroy Undead	and Bolster Undead		Domain Spell				
TURNS / REBUKES PER DAY	Misc Today			9			
= 3 + CHA	+			7			
			SCROLLS	()		POTIONS	x (
1 TURNING CHECK	Synergy						
= d20 + C	HA +						
2 TO TURN CREATURE MAX HIT DICE Cleric Level							
= (Turning							
3 TO DESTROY CREATURE Cleric Level	MAX HIT DICE						
=	(Naar beneden afgero	n u,					
4 CREATURES AFFECTED	TOTAL HIT DICE Cleric Level						
= 2d6 + C							