

CLERIC

Class Level

Caster Level

DEITY

GOOD

EVIL

CHAOTIC

LAWFUL

PREPARED SPELLS

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS
	1					WIS - 4
	2					WIS - 8
	3					WIS - 12
	4					
	5					
	6					
	7					
	8					
	9					

Spell Save DC = 10 + WIS + Spell Level

TURN / REBUKE UNDEAD

Good Cleric

Turn, Halt, Rout and Destroy Undead

Evil Cleric

Rebuke, Halt, Awe, Control, Dispel Turning and Bolster Undead

Turns / Rebukes per Day

Misc

Today

= 3 + CHA +

1 TURNING CHECK

= d20 + CHA

2 TO TURN CREATURE MAX HIT DICE Cleric Level

= (Turning Check ÷ 3) + - 4

3 TO DESTROY CREATURE MAX HIT DICE Cleric Level

= ÷ 2 (Round down)

4 CREATURES AFFECTED TOTAL HIT DICE Cleric Level

= 2d6 + CHA +

CLERIC DOMAINS

Domain	Domain	Domain	Domain
Granted Power	Granted Power	Granted Power	Granted Power
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9