CLERIC	Class	PREPARED SPELLS				
	Level					
	Caster Level			0		
DEITY						
			Domain Spell			
×	SPELLS					
Spell Save DC	Spells = Basis + Bonusspreuken per day = Spreuken + Bonusspreuken			1		
o O						
1	M N S N N S N N S N N S N N S N N S N N S N N N S N					
			Domain Spell			
2						
3				2		
4						
5						
6			Domain Spell			
7				3		
8)		
9						
Spell Save DC = 10 +			Domain Spell			
TURN	/ REBUKE UNDEAD			,		
Good Cleric □	□ Evil Cleric			4		
Turn, Halt, Rout and	Rebuke, Halt, Awe, Control, Dispel Turning					
Destroy Undead	and Bolster Undead		Domain Spell			
TURNS / REBUKES				_		
= 3 +	+ CHA +			5		
1 TURNING CHECK = d20 + CHA 2 TO TURN CREATURE MAX HIT DICE Cleric Level = (Turning ÷ 3) + - 4 3 TO DESTROY CREATURE MAX HIT DICE Cleric Level = ÷ 2 (Naar beneden afgeron			Domain Spell	_		
				6		
			Domain Spell			
				_		
				7		
		nd)	Domain Spell			
4 CREATURES A	FFECTED TOTAL HIT DICE Cleric Level			8		
	2d6 + CHA +					
			Domain Spell			
				9		
X			DOMAINS			,
Domain	Domain		Domain		Don	nain
Granted Power	Granted Power		Granted Power		Grai	nted Power
	1		1		1	
	2		2		2	
	3		3		3	
	4		4		4	
	5		5		5	
	6		6		6	
	7		7		7	
	8		8		8	
,	9		9		9	