

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

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

$$\text{Spell Save DC} = 10 + \text{WIS} + \text{Spell Level}$$

Good Cleric ☐

Turn, Halt,
Rout, and
Destroy Undead



☐ Evil Cleric
Rebuke, Halt, Awe,
Control, Dispel, Turning,
and Bolster Undead

Today

$$\boxed{} = 3 + \text{CHA} + \boxed{} \boxed{} \boxed{} \boxed{} \boxed{}$$

Synergy

$$\square = d20 + \text{CHA} +$$

Cleric Level

$$\boxed{} = \left(\frac{\text{Turning Check}}{3} \right) + \text{Signs Level} - 4$$

Cleric Level

$$\boxed{} = \div 2 \quad (\text{Round down})$$

Cleric Level

$$\square = 2d6 + \text{CHA} +$$

PREPARED SPELLS

Domain Spell

O

1

2

3

4

5

6

7

8

1

SCROLLS

POTIONS