CLERIC	Cleric	X	PREPAR	ED	SPELLS
CLERIC	Level				
	Caster Level			0	
DEITY				U	
	John Jan		Domain Spell		000
DOMAINS	*				
Domain	Domain			1	
Granted Power	Granted Power				
			Domain Spell		000
1				2	
2					
3					
4			Domain Spell		
5				3	
6				3	
7					
8			Domain Spell		
9				,	
SPELLS				4	
	+ Bonus Spells				
Save DC per day Spells			Domain Spell		
0	WIS			_	
1	- 7777			5	
2					
3			Domain Spell		
4					
5				6	
6					
7			Domain Spell		
8				_	
9	4			7	
Spell Save DC = 10 + WIS + Spell Level					
TURN / REBUKE UNDEAD			Domain Spell		
00.7	l Cleric buke, Halt, Awe,			8	
Rout, and Co	ntrol, Dispel, Turning,				
Destroy Undead an	d Bolster Undead		Domain Spell		
TURNS / REBUKES PER DAY Misc				9	
= 3 + CHA +					
4 mynamac gwegy		•	SCROLLS		POTIONS
1 TURNING CHECK	Synergy				
= d20 + CHA +				-	
2 TO TURN CREATURE MAX HIT DICE					
Cleric Level					
$= \left(\begin{array}{c} \text{Turning} \\ \text{Check} \end{array} \div 3 \right) +$					
3 TO DESTROY CREATUREMAX HIT DICE Cleric Level					
= ÷ 2					
4 CREATURES AFFECTED TOTAL HI					
= 2d6 + CHA +					