CLERIC		PREPARED SPELLS				
	Level					
Caster Level		0 -				
DEITY						
	A PARTICIPATION OF THE PROPERTY OF THE PROPERT		Domain Spell			
SPELL	.s					
Spell Spells	Basis + Bonusspreuken Spreuken			1		
Save DC per day	7 8 -					
0	WIS					
1			Domain Spell			
2						
3				2		
4						
5						
6	• • • •		Domain Spell			
7						
8				3		
9						
Spell Save DC = 10 + WIS + Spell Lo	evel		Domain Spell			
TURN / REBUK	E UNDEAD					
Good Cleric	□ Evil Cleric			4		
Turn, Halt,	Rebuke, Halt, Awe, Control, Dispel Turning					
Rout and Destroy Undead	and Bolster Undead		Domain Spell			
TURNS / REBUKES PER DAY	Misc Today		<u> </u>			
	nnń			5		
= 3 + CHA	+					
1 TURNING CHECK = d20 + CHA 2 TO TURN CREATURE MAX HIT DICE Cleric Level = (Turning ÷ 3) + -4			Domain Spell	6		
			<u> </u>			
			Domain Spell			
Check •	3 / 4		<u> </u>	7		
3 TO DESTROY CREATURE	MAX HIT DICE					
Cleric Level						
= :::::::	(Naar beneden afgero	nd)	Domain Spell			
4 CREATURES AFFECTED T	OTAL HIT DICE			8		
Cleric Level = 2d6 + CHA +				0		
- 200 + 0.	па т		Domain Spell			
				9		
H		CI EDIC I	OOMAINS			
Domain	Domain	CLERIC I	Domain			Domain
Granted Power	Granted Power		Granted Power			Granted Power
	1		1		1	
	2		2		2	
	3		3		3	
			4		4	
	5		5		5	
	6		, 5		6	
7			7		7	
8			,		8	
9			9		9	