CLERIC	Cleric	×	PREPAR	ED	SPELLS
CLERIC	Level				000
	Caster Level			0	
DEITY				U	
	Solic Fall		Domain Spell		000
DOMAINS	,				
Domain	Domain			1	
Granted Power	Granted Power				
			Domain Spell		000
1				2	
2					
3					000
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	_			5	
2	_				
3	_		Domain Spell		
4	_				
5	_			6	
6	_				
7	_		Domain Spell		
8				_	
9				7	
Spell Save DC = 10 + WIS + Spell Level					
TURN / REBUKE UNDEAD			Domain Spell		
000	vil Cleric ebuke, Halt, Awe,			8	
Rout and C	ontrol, Dispel Turning				
Destroy Undead a	nd Bolster Undead		Domain Spell		
TURNS / REBUKES PER DAY Mis				9	
= 3 + CHA +					
4 minimum dividu		×	SCROLLS		POTIONS
1 TURNING CHECK	Synergy				
= d20 + CHA +					
2 TO TURN CREATURE MAX HIT DICE					
Cleric Level					
= (Turning ÷ 3)+					
3 TO DESTROY CREATURE MAX HIT DICE Cleric Level					
= ÷ 2					
4 CREATURES AFFECTED TOTAL F					
= 2d6 + CHA +					