CLERIC Cleric		PREPAR	RED	SPELLS
Level				
Caster Level			0	
DEITY			U	
	000	Domain Spell		
DOMAINS	1			
Domain Domain			1	
Granted Power Granted Powe	r 000			
		Domain Spell		
1			2	
2				
3				
4	000	Domain Spell		
5			2	
6			3	
7				
8		Domain Spell		
9			,	
SPELLS			4	
Save DC per day Spells '		Domain Spell		
0			_	
1 7777			5	
2 0000				
3 0000		Domain Spell		
4				
5			6	
6				
7 0 000		Domain Spell		
8 000			_	
9			7	
Spell Save DC = 10 + WIS + Spell Level				
TURN / REBUKE UNDEAD		Domain Spell		
Good Cleric Turn, Halt, Rebuke, Halt, Awe,			8	
Rout and Control, Dispel Turni				
Destroy Undead and Bolster Undead		Domain Spell		
TURNS / REBUKES PER DAY Misc Today			9	
=3 + CHA +				
	—)×	SCROLLS		POTIONS
1 TURNING CHECK Synergy				
= d20 + CHA +				
2 TO TURN CREATURE MAX HIT DICE				
Cleric Level				
$= \left(\begin{array}{c} \text{Turning} \\ \text{Check} \end{array} \div 3 \right) + -4$				
3 TO DESTROY CREATURE MAX HIT DICE Cleric Level				
= ÷ 2 (Round down)			
4 CREATURES AFFECTED TOTAL HIT DICE Cleric Level				
= 2d6 + CHA +				