CLERIC Cleric	X	PREPARED SPELLS			
LCVCI					
Caster Level			0 =		
DEITY			_		
****		Domain Spell			
DOMAINS					
Domain Don	main		1 \Box		
Granted Power Granted Po	ower 🗆 🗆				
		Domain Spell			
1			2 -		
2					
3			_		
4		Domain Spell			
5		<u> </u>	_		
6			3 -		
7					
8		Domain Spell			
9		Domain open			
			4 -		
SPELLS			_		
Spell Spells = Base + Bonus Spe Save DC per day = Spells + Spells		Domain Spell			
0 818 818 818 818 818 818 818 818 818 81		Domain Spen			
1			5 –		
2			_		
3		Domain Caell			
4 0000		Domain Spell	_		
5 000			6 –		
6			_		
7		Danie Orall			
8		Domain Spell	_		
9			7 -		
Spell Save DC = 10 + WIS + Spell Level			_		
TURN / REBUKE UNDEAD		D : 0 !!			
Good Cleric Evil Cleric		Domain Spell	_		
Turn, Halt, Rebuke, Halt, Aw			_		
Rout, and Control, Dispel, T and Bolster Undea	ad	D : 0 II			
TURNS / REBUKES PER DAY Misc To	day	Domain Spell	_ —		
= 3 + CHA +			9 _		
		CROLLS		POTIONS	
1 TURNING CHECK Synergy	3	CRULLS		POTIONS	
= d20 + CHA +					
2 TO TURN CREATURE MAX HIT DICE					
Cleric Level					
= (Turning	4				
3 TO DESTROY CREATUREMAX HIT DICE Cleric Level					
= ÷ 2 (Round d	own)				
4 CREATURES AFFECTED TOTAL HIT DICE Cleric Level					
= 2d6 + CHA +					