



Spell	Spells	Base	Bonus Spells
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Spell Save DC = 10 + WIS + Spell Level

Good Cleric ☐

☐ Evil Cleric

## Turn, Halt, Rout, and Destroy Undead

### Rebuke, Halt, Awe, Control, Dispel, Turning, and Bolster Undead

**URNS / REBUKES PER DAY**

Misc

Today

$$\square = 3 + \text{CHA} +$$

## 1 TURNING CHECK

$$\square = d20 + \text{CHA}$$

## 2 TO TURN CREATURE MAX HIT DICE

Cleric Level

$$\boxed{\phantom{00}} = \left( \frac{\text{Turning Check}}{3} \right) + \text{Client Level} - 4$$

### 3 TO DESTROY CREATURE<sub>MAX</sub> HIT DICE

Cleric Level

$$\boxed{\phantom{00}} = \phantom{00} \div 2 \quad (\text{Round down})$$

#### 4 CREATURES AFFECTEDTOTAL HIT DICE

Cleric Level

$$\boxed{\phantom{000}} = 2d6 + \text{CHA} +$$

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## CLERIC DOMAINS

Domain	Domain	Domain	Domain
Granted Power	Granted Power	Granted Power	Granted Power
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9