CLERIC	Cleric	PREPAR	PREPARED SPELLS		
CHLING	Level				
	Caster Level			0	
DEITY	00/40			U	
	10%		Domain Spell		
DOMAIN	IS .				
Domain	Domain			1	
Granted Power	Granted Power				
			Domain Spell		000
1				2	
2					
3					
4			Domain Spell		
5				3	
6)	
7					
8			Domain Spell		
9				,	
SPELLS				4	
	Basis Bonusspreuken				
Save DC per day			Domain Spell		
0	WIS			_	
1				5	
2					
3			Domain Spell		
4				6	
5				6	
6					
7			Domain Spell		
8				7	
9				/	
Spell Save DC = 10 + WIS + Spell Lev					
TURN / REBUKE			Domain Spell		000
Good Cleric □ Turn, Halt,	☐ Evil Cleric Rebuke, Halt, Awe,			8	
Rout and Destroy Undead	Control, Dispel Turning and Bolster Undead				
			Domain Spell		
TURNS / REBUKES PER DAY	Misc Today □□□			9	
= 3 + CHA +					
1 TURNING CHECK		×	SCROLLS		POTIONS
	Synergy				
= d20 + CHA +					
2 TO TURN CREATURE MAX HIT DICE Cleric Level					
= (Turning Check ÷ 3)+ - 4					
3 TO DESTROY CREATURE MAX HIT DICE Cleric Level					
= ÷ 2 (Naar beneden afgeron _{w)}					
4 CREATURES AFFECTED TOTAL HIT DICE Cleric Level					
= 2d6 + CHA +					