

A 3x3 grid representing the D&D Alignment Chart. The vertical axis is labeled 'GOOD' at the top and 'EVIL' at the bottom. The horizontal axis is labeled 'LAWFUL' on the left and 'CHAOTIC' on the right. The grid contains nine squares, each with a small icon: a winged figure (top-left), a gear (top-right), a snowflake (bottom-left), and a skull and crossbones (bottom-right). The center square is empty.

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

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WS -4 WS -8 WS -12
	1					□ WS -4 □ WS -8 □ WS -12
	2					□ WS -4 □ WS -8 □ WS -12
	3					□ WS -4 □ WS -8 □ WS -12
	4					□ WS -4 □ WS -8 □ WS -12
	5					□ WS -4 □ WS -8 □ WS -12
	6					□ WS -4 □ WS -8 □ WS -12
	7					□ WS -4 □ WS -8 □ WS -12
	8					□ WS -4 □ WS -8 □ WS -12
	9					□ WS -4 □ WS -8 □ WS -12

$$\text{Spell Save DC} = 10 + \text{WIS} + \text{Spell Level}$$

Good Cleric ☐ Turn, Halt, Rout and Destroy Undead

☐ Evil Cleric Rebuke, Halt, Awe, Control, Dispel Turning and Bolster Undead

$$\boxed{\phantom{000}} = 3 + \text{CHA} + \boxed{\phantom{000}}$$

$$\square = d_{20} + \text{CHA} +$$

$$\boxed{\phantom{00}} = \left( \begin{array}{c} \text{Turning} \\ \text{Check} \end{array} \div 3 \right) + \begin{array}{c} \text{Start Level} \\ \text{Start Level} \end{array} - 4$$

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

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

## PREPARED SPELLS

O123456789

## SCROLLS

## POTIONS