CLERIC	Class	PREPARED SPELLS				
	Level					
	Caster Level			0		
DEITY	SP (\(\frac{1}{4} \) (1)					
			Domain Spell			
SPEL	LS					
Spell Spells Save DC per day	= Base + Bonus Spells Spells			1		
o per day	4 8 -					
1	N SI W SI					
2			Domain Spell			
3				2		
4						
5						
6			Domain Spell			
7				3		
8				,		
9						
Spell Save DC = 10 + WIS + Spell			Domain Spell			
TURN / REBUK				4		
Good Cleric						
			Domain Spell			
TURNS / REBUKES PER DAY Misc Today						
= 3 + CHA	+			,		
4						
1 TURNING CHECK			Domain Spell			
2 TO TURN CREATURE MAX HIT DICE Cleric Level = (Turning				6 -		
			Domain Spell			
3 TO DESTROY CREATURE MAX HIT DICE Cleric Level						
= -	÷ 2 (Round down)					
4 CREATURES AFFECTED	,		Domain Spell			
4 CREATURES AFFECTED	Cleric Level			8		
= 2d6 + C	CHA +					
			Domain Spell			
				9		
Domain	Domain	CLER	IC DOMAINS Domain			Domain
Granted Power Granted Power		Granted Power				Granted Power
	1		_ 1		1	
	2		_ 2		2	
	3		_ 3		3	
	4		_ 4		4	
	5 6		5 		5 6	