CLERIC

Cleric Level

Caster Level

DEITY

GOOD LAWFUL CHAOTIC EVIL

DOMAINS

Domain	Domain
Granted Power	Granted Power

1	
2	
3	
4	
5	
6	
7	
8	
9	

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

TURN / REBUKE UNDEAD

Good Cleric ☐
Turn, Halt, Rout and Destroy Undead

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

TURNS / REBUKES PER DAY Misc Today

= 3 + CHA +

1 TURNING CHECK 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 (Round down)

4 CREATURES AFFECTED TOTAL HIT DICE Cleric Level

= 2d6 + CHA +

PREPARED SPELLS

0		
1	Domain Spell	
2	Domain Spell	
3	Domain Spell	
4	Domain Spell	
5	Domain Spell	
6	Domain Spell	
7	Domain Spell	
8	Domain Spell	
9	Domain Spell	

SCROLLS

POTIONS