CLERIC		Class	PREPARED SPELLS				
		Level					
		Caster Level			0		
DEITY					•		
		**************************************		Domain Spell			
×	SPELLS	*					
Spell Save DC	Spells = Bas per day = Spel				1		
o o		7 00 1 1					
1		WIS WIS WIS WIS WIS WIS WIS					
2				Domain Spell			
3							
4					2		
5							
7		_ 111		Domain Spell			
		_ 111			3		
8		_ 110					
9							
Spell Save DC = 10 + WIS + Spell Level TURN / REBUKE UNDEAD				Domain Spell			
Good Cleric Turn, Halt, Rout and Destroy Undead TURN / REBUKE UNDEAD Evil Cleric Rebuke, Halt, Awe, Control, Dispel Turning and Bolster Undead					4		
				Domain Spell			
TURNS / REBUKES PER DAY Misc Today = 3 + CHA +					5		
1 TURNING CHECK							
= d20 + CHA 2 TO TURN CREATURE MAX HIT DICE Cleric Level = (Turning : 3) + -4 3 TO DESTROY CREATURE MAX HIT DICE				Domain Spell			
					6		
				Domain Spell			
					7		
					-		
=	÷ 2	(Round down)					
4 CREATURES AFFECTED TOTAL HIT DICE			Domain Spell	•			
		Cleric Level			8		
=	= 2d6 + CHA	+		Domain Cnall			
				Domain Spell			
					9		
			OI EDI	a DOMAING	_		
Domain		Domain	CLERIC DOMAINS Domain			Domain	
Granted Power Granted Power			Granted Power			Granted Power	
Granted Fower						Granted Fower	
		1		1		1	
		2		2		2	2
		3		3		3	
	•	4		4		4	
		5		5		5	
		6		6		6	