



Spell	Spells	Base	Bonus Spells
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Spell Save DC = 10 + WIS + Spell Level

Good Cleric ☐

☐ Evil Cleric

Turn, Halt, Rout and Destroy Undead

Rebuke, Halt, Awe, Control, Dispel Turning and Bolster Undead

TURNS / REBUKES PER DAY

Misc

Today

$$\square = 3 + \text{CHA} +$$

1 TURNING CHECK

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

2 TO TURN CREATURE MAX HIT DICE

Cleric Level

$$\boxed{} = \left(\frac{\text{Turning Check}}{3} \right) + \text{Client Level} - 4$$

3 TO DESTROY CREATURE MAX HIT DICE

Cleric Level

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

4 CREATURES AFFECTED TOTAL HIT DICE

Cleric Level

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

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1

2

3

4

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7

8

9

CLERIC DOMAINS

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