



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

TURN / REBUKE UNDEAD

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

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

1 TURNING CHECK

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

2 TO TURN CREATURE MAX HIT DICE

Cleric Level

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

3 TO DESTROY CREATURE MAX HIT DICE

Cleric Level

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

4 CREATURES AFFECTED TOTAL HIT DICE

Cleric Level

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

PREPARED SPELLS

O

1

2

3

4

5

6

7

8

9

CLERIC DOMAINS

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