CLERIC	Class	PREPARED SPELLS				
	Level					
	Conjurador Nível			0		
DIVINDADE						
	A CHECK WAY		Domain Spell			
SPEI	LLS					
Spell Spells Save DC per day	= Base + Bonus Spells Spells			1		
O per day	4 00 -					
1						
2			Domain Spell			
3				2		
4						
5						
6			Domain Spell			
7				3		
8						
9						
Spell Save DC = 10 + WIS + Spell TURN / REBU			Domain Spell			
	a.			4		
Good Cleric ☐ Turn, Halt,	□ Evil Cleric Rebuke, Halt, Awe,					
Rout and	Control, Dispel Turning and Bolster Undead					
Destroy Undead	and Boister Oridead		Domain Spell			
TURNS / REBUKES PER DAY Misc Today				5		
= 3 + CHA	.+					
4 TUDANNE CUECK						
1 TURNING CHECK			Domain Spell	6		
= d20 +	CHA					
2 TO TURN CREATURE M	IAX HIT DICE					
	Cleric Level					
= (Turning Check	÷ 3)+ -4		Domain Spell			
3 TO DESTROY CREATUR	E MAX HIT DICE			7		
Cleric Level				4		
=	÷ 2 (Round down)					
4 CREATURES AFFECTED	TOTAL HIT DICE		Domain Spell			
· —	Cleric Level			8		
= 2d6 +	CHA +					
~			Domain Spell			
				9		
Domain	Domain	CLERIC DOMAINS Domain				Domain
Granted Power Granted Power		Granted Power				Granted Power
	1		1			
	2		2		2	
	3		3		3	
	3 4		4		5 4	
	5		5		5	
	6		6		6	