CLERIC Cleric	×	PREPAR	RED	SPELLS		-
Уровень Заклинателя			0			
БОЖЕСТВО			U			
		Domain Spell				
DOMAINS						
Domain Domain			1			
Granted Power Granted Power						
		Domain Spell				
1			2			
2						
3						
4		Domain Spell				
5			3			
6)			
7						
8		Domain Spell				
9						
SPELLS			4			
Spell Spells Base Bonus Spells						
Save DC per day Spells 5 2		Domain Spell				
O SIM NIS MIS MIS MIS MIS MIS MIS MIS MIS MIS M			_			
1 7777			5			
2						
3 —		Domain Spell				
4			6			
5			6			
6						
7		Domain Spell				
8			п			
9 ====			7			
Spell Save DC = 10 + WIS + Spell Level						
TURN / REBUKE UNDEAD		Domain Spell				
Good Cleric			8			
Rout and Control, Dispel Turning						
Destroy Undead and Bolster Undead		Domain Spell				
TURNS / REBUKES PER DAY Misc Today			9			
=3 + CHA +						
1 TURNING CHECK	×	SCROLLS		X.	POTIONS	1
Synergy						
= d20 + CHA +						
2 TO TURN CREATURE MAX HIT DICE						
Cleric Level						
= (Turning ÷ 3) + -4						
3 TO DESTROY CREATURE MAX HIT DICE Cleric Level						
= ÷2 (Round down)						
4 CREATURES AFFECTED TOTAL HIT DICE Cleric Level						
= 2d6 + CHA +						