CLERIC	Cleric	PREPARED SPELLS				
CLLING	Level					
	Caster Level			0		
DEITY				U		
			Domain Spell			
DOMAINS	*					
Domain	Domain			1		
Granted Power	Granted Power					
			Domain Spell			
1				2		
2						
3						
4			Domain Spell			
5				3		
6				3		
7						
8			Domain Spell			
9						
SPELLS	- Î			4		
	Base + Bonus Spells pells					
Save DC per day S			Domain Spell			
0	WIS			_		
1				5		
2						
3			Domain Spell			
4						
5				6		
6						
7	<u> </u>		Domain Spell			
8						
9	44					
Spell Save DC = 10 + WIS + Spell Level						
TURN / REBUKE U			Domain Spell			
Good Cleric □ Turn, Halt,	□ Evil Cleric Rebuke, Halt, Awe,			8		
Rout and Destroy Undead	Control, Dispel Turning					
Destroy Oridead	and Bolster Undead		Domain Spell			
TURNS / REBUKES PER DAY	Misc Today			9		
= 3 + CHA +						
1 TURNING CHECK		T .	SCROLLS		POT	IONS
	Synergy					
= d20 + CHA	. +					
2 TO TURN CREATURE MAX HIT DICE						
Cleric Level						
= (Turning ÷ 3)+ -4						
3 TO DESTROY CREATURE MA						
=	(Round down)					
4 CREATURES AFFECTED TOTAL HIT DICE Cleric Level						
= 2d6 + CHA	+					