

CLERIC

Class Level

Caster Level

DEITY

GOOD

EVIL

CHAOTIC

LAWFUL

GOOD

EVIL

CHAOTIC

LAWFUL

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS WIS - 4 WIS - 8 WIS - 12
	1					<div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div>
	2					<div>☐</div> <div>☐</div> <div>☐</div> <div>☐</div>
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Spell Save DC = 10 + WIS + Spell Level

TURN / REBUKE UNDEAD

Good Cleric

Turn, Halt, Rout and Destroy Undead

Evil Cleric

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

Turns / Rebukes per Day

Misc

Today

= 3 + CHA +

1 TURNING CHECK

= d20 + CHA

2 TO TURN CREATURE

MAX HIT DICE

Cleric Level

= (Turning Check ÷ 3) +

- 4

3 TO DESTROY CREATURE

MAX HIT DICE

Cleric Level

=

÷ 2

(Round down)

4 CREATURES AFFECTED

TOTAL HIT DICE

Cleric Level

= 2d6 + CHA +

PREPARED SPELLS

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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