CLERIC	Cleric	PREPARED SPELLS					
CLLINIC	Level						
	Conjurador Nível			0			
DIVINDADE				U			
	A SECTION		Domain Spell				
DOMAIN							
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			
Spell Spells	Base + Bonus Spells Spells						
Save DC per day			Domain Spell				
0	WIS			_			
1				5			
2							
3			Domain Spell				
4							
5				6			
6							
7			Domain Spell				
8							
9				1			
Spell Save DC = 10 + WIS + Spell Lev							
TURN / REBUKE			Domain Spell				
Good Cleric □ Turn, Halt,	☐ Evil Cleric Rebuke, Halt, Awe,			8			
Rout and Destroy Undead	Control, Dispel Turning and Bolster Undead						
Destroy ondead	and Boister Oridead		Domain Spell				
TURNS / REBUKES PER DAY	Misc Today			9			
= 3 + CHA +							
1 TURNING CHECK		``	SCROLLS		Ĭ.	POTIONS	7
	Synergy						
= d20 + CH	[A +			-			
2 TO TURN CREATURE MAX HIT DICE							
= (Turning ÷ 3							
3 TO DESTROY CREATURE N	IAX HIT DICE						
= ::	(Round down)						
4 CREATURES AFFECTED TO	TAL HIT DICE Cleric Level						
= 2d6 + CH							