

CLERIC

Class Level

Caster Level

DEITY

GOOD

EVIL

CHAOTIC

LAWFUL

GOOD

EVIL

CHAOTIC

LAWFUL

PREPARED SPELLS

0

Domain Spell

1

Domain Spell

2

Domain Spell

3

Domain Spell

4

Domain Spell

5

Domain Spell

6

Domain Spell

7

Domain Spell

8

Domain Spell

9

SPELLS				
Spell Save DC		Spells per day	= Base Spells + Bonus Spells	
	0			WIS - 4 WIS - 8 WIS - 12
	1			<div></div> <div></div> <div></div>
	2			<div></div> <div></div> <div></div>
	3			<div></div> <div></div> <div></div>
	4			<div></div> <div></div> <div></div>
	5			<div></div> <div></div> <div></div>
	6			<div></div> <div></div> <div></div>
	7			<div></div> <div></div> <div></div>
	8			<div></div> <div></div> <div></div>
	9			<div></div> <div></div> <div></div>

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

= (Turning Check ÷ 3) + Cleric Level - 4

3 TO DESTROY CREATURE MAX HIT DICE

= Cleric Level ÷ 2 (Round down)

4 CREATURES AFFECTED TOTAL HIT DICE

= 2d6 + CHA + Cleric Level

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