



EVANGELIST

OF

(CLERIC)

Cleric
Level

Caster
Level

DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses
per day

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□□□□ □□□□

Uses
per day

SPELLS

Spell Save DC	Spells per day	= Basis Spreuken	+ Bonusspreuken
0			WIS - 4 WIS - 8 WIS - 12
1	+1	+1	□□□□
2	+1	+1	□□□□
3	+1	+1	□□□□
4	+1	+1	□□□□
5	+1	+1	□□□□
6	+1	+1	□□□□
7	+1	+1	□□□□
8	+1	+1	□□□□
9	+1	+1	□□

Spell Save DC = 10 + WIS + Spell Level

PUBLIC SPEAKER

DC reduction

= **CHA** +

Cleric
Level

SERMONIC PERFORMANCE

DURATION

Cleric Level

Misc

rds = $2 + (\text{ } \times 2) + \text{CHA} +$

Rounds Today □□□□ □□□□ □□□□
□□□□ □□□□ □□□□

WILL SAVE DC

Cleric Level

= $10 + (\text{ } \div 2) + \text{CHA}$

COUNTERSONG

Counter magical effects that depend on sound.

Allies within 30ft use Performance roll in place of a saving throw

FASCINATE

MAX AUDIENCE

Cleric
Level

= $\div 3$ (Naar boven afgerond)

INSPIRE COURAGE

+ Bonus against charm and compulsion effects
Bonus to attack and damage rolls

INSPIRE GREATNESS MAX AFFECTED

Level 9 2 Bonus hit dice
+ 2d10 (including CON)

INSPIRE HEROICS MAX AFFECTED

Level 15 + 4 to all saving throws
+ 4 to AC

CHANNEL ENERGY

Good Cleric



Evil Cleric

Channel Positive Energy

Channel Negative Energy

CHANNEL PER DAY

Misc

Today

= $3 + \text{CHA} +$

ENERGY

Cleric Level

Misc

d6 = $(\text{ } \div 2) +$ (Naar boven afgerond)

WILL SAVE DC

Cleric Level

Misc

= $10 + (\text{ } \div 2) + \text{CHA} +$

PREPARED SPELLS

0

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Domain Spell +1

Command Subject obeys commands for 1 rd

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1

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Domain Spell +1

Enthrall Captivate all within 100ft + 10ft/lv

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2

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Domain Spell +1

Tongues Speak and understand any language

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3

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Domain Spell +1

Suggestion Influence subject's actions

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4

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Domain Spell +1

Greater Command Command 1 subject per level

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5

□□□

Domain Spell +1

Geas/Quest Subject must complete a task

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6

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Domain Spell +1

Mass suggestion Influence 1 subject per level

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7

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Domain Spell +1

Sympathy Gather creatures of one type/alignment

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9

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Domain Spell +1

Demand Influence with a message at any distance