



EVANGELIST

OF

(CLERIC)

Cleric

Level

Caster

Level

DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses
per day

□□□□ □□□□
□□□□ □□□□

Uses
per day

SPELLS

Spell
Save DC

Spells
per day

=

Base
Spells

+

Bonus Spells

0

+ 1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

2

+ 1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

3

+ 1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

4

+ 1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

5

+ 1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

6

+ 1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

7

+ 1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

8

+ 1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

9

+ 1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

Spell Save DC = 10 + WIS + Spell Level

PUBLIC SPEAKER

DC reduction

□ =

CHA +

Cleric

Level

SERMONIC PERFORMANCE

DURATION

Cleric Level

Misc

rds = 2 + (× 2) + CHA +

Rounds Today

□□□□

□□□□

□□□□

WILL SAVE DC

Cleric Level

□ = 10 + (÷ 2) + 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

□ = ÷ 3

(Round up)

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 + CHA +

ENERGY

Cleric Level

Misc

d6 = (÷ 2) + (Round up)

WILL SAVE DC

Cleric Level

Misc

□ = 10 + (÷ 2) + CHA +

PREPARED SPELLS

0

□□□

Domain Spell + 1

Command Subject obeys commands for 1 rd

□□□

□□□

□□□

□□□

□□□

1

□□□

Domain Spell + 1

Enthrall Captivate all within 100ft + 10ft/lv

□□□

□□□

□□□

□□□

□□□

2

□□□

Domain Spell + 1

Tongues Speak and understand any language

□□□

□□□

□□□

□□□

□□□

3

□□□

Domain Spell + 1

Suggestion Influence subject's actions

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□□□

□□□

□□□

□□□

4

□□□

Domain Spell + 1

Greater Command Command 1 subject per level

□□□

□□□

□□□

□□□

5

□□□

Domain Spell + 1

Geas/Quest Subject must complete a task

□□□

□□□

□□□

□□□

□□□

6

□□□

Domain Spell + 1

Mass suggestion Influence 1 subject per level

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□□□

□□□

□□□

7

□□□

Domain Spell + 1

Sympathy Gather creatures of one type/alignment

□□□

□□□

□□□

□□□

9

□□□

Domain Spell + 1

Demand Influence with a message at any distance

□□□