EVANGELIST Cleric	PREPARED SPELLS			
OF Level				
(CLERIC)			0	
DOMAIN .			U	
Domain				
Granted Power Granted Power		Domain Spell + 1		Command Subject obeys commands for 1 rd
Level			1	
DQ DC			•	
Uses DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD				
Spell Spells Basis Bonusspreuken		Domain Spell + 1		Enthrall Captivate all within 100ft + 10ft/lv
Spell Spells per day = Basis Bonusspreuken Spreuken				
0 SIM MIS N N N SI N N N N SI N N N N SI N N N N			2	
1 +1 +1			4	
2 +1 +1 0000				
3 +1 +1 0000				
4 +1 +1 0000		Domain Spell + 1		Tongues Speak and understand any language
5 +1 +1 000				
6 +1 +1 000			3	
7 +1 +1 000				
8 +1 +1 000				
9 +1 +1				
Spell Save DC = 10 + WIS + Spell Level		Domain Spell + 1		Suggestion Influence subject's actions
PUBLIC SPEAKER				
DC reduction = CHA + Cleric Level				
SERMONIC PERFORMANCE				
DURATION Cleric Level Misc				
rds = 2 + (× 2) + CHA +				
Rounds Today		Domain Spell + 1		Greater Command Command 1 subject per level
WILL SAVE DC Cleric Level				
= 10 + (÷ 2) + CHA			5	
COUNTERSONG				
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw				
FASCINATE Cleric		Domain Spell + 1		Geas/Quest Subject must complete a task
MAX AUDIENCE Level				
= ÷ 3 (Naar boven afgerond)			6	
INSPIRE COURAGE				
+ Bonus against charm and compulsion effects Bonus to attack and damage rolls				
Level INSPIRE GREATNESS MAX AFFECTED		Domain Spell + 1		Mass suggestion Influence 1 subject per level
2 Bonus hit dice + 2d10 (including CON)				
INSPIRE HEROICS MAX AFFECTED			7	
+ 4 to all saving throws			8	
+ 4 to AC CHANNEL ENERGY		Domain Spell + 1		Sympathy Gather creatures of one type/alignment
		7.1		
Channel Positive Energy Channel Negative Energy				
CHANNEL PER DAY Misc Today				
= 3 + CHA +		Domain Spell + 1		Demand Influence with a message at any distance
ENERGY Cleric Level Misc		+ 1		
d6 = (÷ 2) + (Naar boven afgerond)			9	
WILL SAVE DC Cleric Level Misc				
=10 + (÷ 2) + CHA +				