



# EVANGELIST

OF

(CLERIC)

Cleric

Level

Caster

Level

## DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

DC

Uses  
per day

Uses  
per day

Uses  
per day

## SPELLS

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 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

Uses

Uses

Uses

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

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

7

Domain Spell + 1

Sympathy Gather creatures of one type/alignment

8

Domain Spell + 1

Demand Influence with a message at any distance

9