



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

Concentration

WIS +

Caster

Level

PUBLIC SPEAKER

DC reduction

CHA +

Cleric

Level

SERMONIC PERFORMANCE

DURATION

Cleric Level

Misc

rds

$2 + (\text{Cleric Level} \times 2) + \text{CHA} +$

Rounds Today

000000

000000

000000

WILL SAVE DC

Cleric Level

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

COUNTERSONG

Counter magical effects that depend on sound.

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

FASCINATE

Cleric

MAX AUDIENCE

Level

=

$\div 3$

(Round up)

INSPIRE COURAGE

+

Bonus against charm and compulsion effects

Bonus to attack and damage rolls

Level

INSPIRE GREATNESS MAX AFFECTED

2 Bonus hit dice

+ 2d10 (including CON)

Level

INSPIRE HEROICS MAX AFFECTED

+ 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

$(\text{Cleric Level} \div 2) +$

(Round up)

WILL SAVE DC

Cleric Level

Misc

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

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