



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				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		□□□□

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

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 Level
MAX AUDIENCE
 = $\text{Cleric Level} \div 3$ (Round up)

INSPIRE COURAGE

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

Level **INSPIRE GREATNESS** **MAX AFFECTED**
9 2 Bonus hit dice
+ 2d10 (including CON)

Level **INSPIRE HEROICS** **MAX AFFECTED**
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
 = $3 + \text{CHA} + \text{Misc}$

ENERGY Cleric Level Misc
 d6 = $(\text{Cleric Level} \div 2) + \text{Misc}$ (Round up)

WILL SAVE DC Cleric Level Misc
 = $10 + (\text{Cleric Level} \div 2) + \text{CHA} + \text{Misc}$

PREPARED SPELLS

□□□	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
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□□□		□□□
□□□	8	□□□
□□□		□□□
□□□	Domain Spell +1	Demand Influence with a message at any distance
□□□		□□□
□□□		□□□
□□□	9	□□□
□□□		□□□
□□□		□□□