**CHAOTIC CLERIC SPELL TRACKER**

Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level \_\_\_\_\_\_\_\_\_\_\_\_

POWER POINTS

|  |  |
| --- | --- |
| MAX POINTS | CURRENT POINTS |
|  |  |

|  |  |
| --- | --- |
| **BLOOD**Blood Heal-1 🞏Chill the Blood-3 🞏Blood Renewal-5 🞏Face Melter-7 🞏Animate Dead-9 🞏Symphony of Blood-10 🞏 | **COMBAT (PUNISHER ONLY)**Divine Shield-1 🞏Hold Person-3 🞏Dispel Magic-5 🞏Hold Monster-7 🞏Flame Strike-9 🞏Blade Barrier-10 🞏 |
| **UNHOLY DARKNESS**Fearsome Darkness-1 🞏Persistent Dark-3 🞏Protecting Shadow-5 🞏Clawing Shadows-7 🞏Impenetrable Darkness-9 🞏Maddening Darkness-10 🞏 | **PROPHECY (WARLOCK ONLY)**Detect Magic-1 🞏Augury-3 🞏Find Traps-5 🞏Locate Object-7 🞏Speak with Dead-9 🞏Commune-10 [PD] 🞏 |
| **PROTECTION**Divine Circle-1 🞏Sanctuary-3 🞏Dispel Magic-5 🞏Glyph of Warding-7 🞏Divine Armor-9 🞏Divine Immunity-10 🞏 | **CURSES**Stun Blasphemer-1 🞏Accursed Ranting-3 🞏Example-5 🞏Damnation-7 🞏Quest-9 🞏Boils-10 🞏 |

**INSTRUCTIONS**

* **Example: “**Sanctuary-3” means that Sanctuary is the Level 3 spell in the Protection Realm. That means when a Chaotic Cleric reaches Experience Level 3, he can cast Sanctuary at the cost of 3 Power Points.
* When a Warlock reaches levels 1,3,5,7,9,10, he should check off the box for the spells in each realm—except Combat, at the corresponding Spell Levels, meaning he can cast those spells.
* A Punisher cannot cast any spells at level 1, at 2nd level he should check off all the level 1 spells except Detect Magic. Then at level 3,5,7.9 and 10 he should check off all the spells in all the realms except Prophecy, signifying that is able to cast them.