**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.