LAWFUL CLERIC SPELL TRACKER

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

POWER POINTS

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

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| --- | --- |
| **BLESSING**Bless-1 🞏Chant-3 🞏Blessed Weapon-5 🞏Remove Curse-7 🞏Heroic Elevation-9 🞏Great Feat-10 [PD] 🞏 | **COMBAT (MILITANT ONLY)**Divine Shield-1 🞏Hold Person-3 🞏Dispel Magic-5 🞏Hold Monster-7 🞏Flame Strike-9 🞏Blade Barrier-10 🞏 |
| **HEALING**Heal Wounds-1 🞏Neutralize Poison-3 🞏Cure Disease-5 🞏Group Heal-7 🞏Great Heal-9 [PD] 🞏Raise the Dead-10 [PD] 🞏 | **PROPHECY (SPIRITUAL ONLY)**Detect Magic-1 🞏Augury-3 🞏Find Traps-5 🞏Locate Object-7 🞏Speak with Dead-9 🞏Commune-10 [PD] 🞏 |
| **HOLY LIGHT**Righteous Light-1 🞏Radiant Orb-3 🞏Blaze of Justice-5 🞏Circle of Brilliance-7 🞏Eye of Heaven-9 🞏Guiding Light-10 🞏 | **PROTECTION**Divine Circle-1 🞏Sanctuary-3 🞏Dispel Magic-5 🞏Glyph of Warding-7 🞏Divine Armor-9 🞏Divine Immunity-10 🞏 |

**INSTRUCTIONS**

* **Example: “**Sanctuary-3” means that Sanctuary is the Level 3 spell in the Protection Realm. That means when a Lawful Cleric reaches Experience Level 3, he can cast Sanctuary at the cost of 3 Power Points.
* When a Spiritual 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 Militant cannot cast any spells at level 1 (except Righteous Light, produced by his Holy Symbol), 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.