**NEUTRAL CLERIC SPELL TRACKER**

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

POWER POINTS

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

|  |  |
| --- | --- |
| **BLESSING**Bless-1 🞏Chant-3 🞏Blessed Weapon-5 🞏Remove Curse-7 🞏Heroic Elevation-9 🞏Great Feat-10 [PD] 🞏 | **COMBAT (GUARDIAN 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 (DRUID ONLY)**Detect Magic-1 🞏Augury-3 🞏Find Traps-5 🞏Locate Object-7 🞏Speak with Dead-9 🞏Commune-10 [PD] 🞏 |
| **NATURE**Entangle-1 🞏Speak with Animals-3 🞏Element Shield-5 🞏Animal Friendship-7 🞏Summon Animals-9 🞏Dispel Elemental-10 🞏 | **CURSES**Stun Blasphemer-1 🞏Accursed Ranting-3 🞏Example-5 🞏Damnation-7 🞏Quest-9 🞏Boils-10 🞏 |

**INSTRUCTIONS**

* **Example: “**Chant-3” means that Chant is the Level 3 spell in the Blessing Realm. That means when a Neutral Cleric reaches Experience Level 3, he can cast Chant at the cost of 3 Power Points.
* When a Druid 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 Guardian 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.