**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.