Cleric Abilities

Domain 1

Granted Power

Granted Power

Domain 2

Granted Power

Granted Power

Channel Energy

Energy Type:

Amount	Uses per Day	Times Used	Will Save DC

A good cleric (or one who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or one who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric casts spontaneous cure or inflict spells.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier.

This is a standard action that does not provoke an attack of opportunity.

A cleric can choose whether or not to include herself in this effect.

A cleric must be able to present her holy symbol to use this ability.

Domain Spells

Spell Level	Domain 1	Domain 2
1		
2		
3		
4		
5		
6		
7		
8		
9		

Granted Power

Animal Companion

NAME _____ TYPE _____

SIZE _____ INITIATIVE _____ SPEED _____

STR	DEX	CON	INT	WIS	CHA

CMB

CMD

Wounds/Current HP

Total Hit Points

DR

Energy Resistance

AC ____ = 10 + ____ (Dex Modifier) + ____ (Size Modifier) + ____ (Natural Armor) + ____ (Misc. Modifier) + ____ (Misc. Modifier)

Total

Touch AC

Flat Footed AC

SAVING THROWS

FORTITUDE (CON) Good ☐ Poor ☐

REFLEX (DEX) Good ☐ Poor ☐

WILL (WIS) Good ☐ Poor ☐

ATTACKS

Weapon	Attack Bonus	Damage	Critical

SKILLS

FEATS

SPECIAL ABILITIES

Cleric Spells Prepared

Caster Level and Ranges

Caster Level	Short Range 25 ft + 5 ft/2 lvls	Medium Range 100 ft + 10 ft lvl	Long Range 400 ft + 40 ft lvl

Concentration

____ (Caster Level) + ____ (Wisdom Modifier) + ____ (Misc. Modifier) = ____ (Total Bonus)

0 Level Spells

Spell Save DC ____ Modifiers ____

1st Level Spells

Spell Save DC ____ Modifiers ____ Spells per Day ____ Bonus Spells ____

2nd Level Spells

Spell Save DC ____ Modifiers ____ Spells per Day ____ Bonus Spells ____

3rd Level Spells

Spell Save DC ____ Modifiers ____ Spells per Day ____ Bonus Spells ____

Metamagic Feats

Feat Name	Level Adjustment

Domain Spell

4th Level Spells

Spell Save DC ____ Modifiers ____ Spells per Day ____ Bonus Spells ____

Domain Spell

5th Level Spells

Spell Save DC ____ Modifiers ____ Spells per Day ____ Bonus Spells ____

Domain Spell

6th Level Spells

Spell Save DC ____ Modifiers ____ Spells per Day ____ Bonus Spells ____

Domain Spell

Potions/Scrolls/Wands

7th Level Spells

Spell Save DC ____ Modifiers ____ Spells per Day ____ Bonus Spells ____

Domain Spell

8th Level Spells

Spell Save DC ____ Modifiers ____ Spells per Day ____ Bonus Spells ____

Domain Spell

9th Level Spells

Spell Save DC ____ Modifiers ____ Spells per Day ____ Bonus Spells ____

Domain Spell

Spell Detail Sheet

Spell Name	School/Subschool	Descriptor	Casting Time	Components	Range

Target/Area/Effect	Duration	Saving Throw	SR	Notes