

CHARACTER NAME

PLAYER

Cleric

LEVEL

RACE

ALIGNMENT

DEITY



SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH								
DEX DEXTERITY								
CON CONSTITUTION								
INT INTELLIGENCE								
WIS WISDOM								
CHA CHARISMA								

HP HIT POINTS	TOTAL			WOUNDS/CURRENT HP			NONLETHAL DAMAGE			SPEED		
AC ARMOR CLASS		= 10 +		ARMOR BONUS	SHIELD BONUS		DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
TOUCH ARMOR CLASS		FLAT-FOOTED ARMOR CLASS										
INITIATIVE MODIFIER												
		TOTAL		DEX MODIFIER	MISC MODIFIER							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)		=	+ + + + +				
REFLEX (DEXTERITY)		=	+ + + + +				
WILL (WISDOM)		=	+ + + + +				

BASE ATTACK BONUS**SPELL RESISTANCE****GRAPPLE**

TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
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ATTACK

ATTACK BONUS

DAMAGE

CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK

ATTACK BONUS

DAMAGE

CRITICAL

RANGE	TYPE	NOTES

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DAMAGE

CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS (CLASS/CROSS-CLASS)	/
<input type="checkbox"/>	APPRAISE ■	INT				= + + + +	
<input type="checkbox"/>	BALANCE ■	DEX*				= + + + +	
<input type="checkbox"/>	BLUFF ■	CHA				= + + + +	
<input type="checkbox"/>	CLIMB ■	STR*				= + + + +	
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON				= + + + +	
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT				= + + + +	
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT				= + + + +	
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT				= + + + +	
<input type="checkbox"/>	DECIPHER SCRIPT	INT				= + + + +	
<input type="checkbox"/>	DIPLOMACY ■	CHA				= + + + +	
<input type="checkbox"/>	DISABLE DEVICE	INT				= + + + +	
<input type="checkbox"/>	DISGUISE ■	CHA				= + + + +	
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*				= + + + +	
<input type="checkbox"/>	FORGERY ■	INT				= + + + +	
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				= + + + +	
<input type="checkbox"/>	HANDLE ANIMAL	CHA				= + + + +	
<input checked="" type="checkbox"/>	HEAL ■	WIS				= + + + +	
<input type="checkbox"/>	HIDE ■	DEX*				= + + + +	
<input type="checkbox"/>	INTIMIDATE ■	CHA				= + + + +	
<input type="checkbox"/>	JUMP ■	STR*				= + + + +	
<input checked="" type="checkbox"/>	KNOWLEDGE (Arcana)	INT				= + + + +	
<input checked="" type="checkbox"/>	KNOWLEDGE (History)	INT				= + + + +	
<input type="checkbox"/>	KNOWLEDGE ()	INT				= + + + +	
<input type="checkbox"/>	KNOWLEDGE ()	INT				= + + + +	
<input type="checkbox"/>	KNOWLEDGE ()	INT				= + + + +	
<input type="checkbox"/>	LISTEN ■	WIS				= + + + +	
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				= + + + +	
<input type="checkbox"/>	OPEN LOCK	DEX				= + + + +	
<input type="checkbox"/>	PERFORM ()	CHA				= + + + +	
<input type="checkbox"/>	PERFORM ()	CHA				= + + + +	
<input type="checkbox"/>	PERFORM ()	CHA				= + + + +	
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				= + + + +	
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				= + + + +	
<input type="checkbox"/>	RIDE ■	DEX				= + + + +	
<input type="checkbox"/>	SEARCH ■	INT				= + + + +	
<input type="checkbox"/>	SENSE MOTIVE ■	WIS				= + + + +	
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				= + + + +	
<input checked="" type="checkbox"/>	SPELLCRAFT	INT				= + + + +	
<input type="checkbox"/>	SPOT ■	WIS				= + + + +	
<input type="checkbox"/>	SURVIVAL ■	WIS				= + + + +	
<input type="checkbox"/>	SWIM ■	STR*				= + + + +	
<input type="checkbox"/>	TUMBLE	DEX*				= + + + +	
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				= + + + +	
<input type="checkbox"/>	USE ROPE ■	DEX				= + + + +	
<input type="checkbox"/>						= + + + +	
<input type="checkbox"/>						= + + + +	
<input type="checkbox"/>						= + + + +	

■ Denotes a skill that can be used untrained.

□ Mark this box with an X if the skill is a class skill for the character.

* Armor check penalty, if any, applies. (Double penalty for Swim.)

CLASS FEATURES

SPELLS

CAMPAIGN

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EXPERIENCE POINTS

GEAR		
ITEM	PG.	WT.
TOTAL WEIGHT CARRIED		

MONEY	
CP —	
SP —	
GP —	
PP —	

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG

ARMOR/PROTECTIVE ITEM

TYPE AC BONUS MAX DEX

CHECK PENALTY

SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES

SHEILD/PROTECTIVE ITEM

AC BONUS WEIGHT CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS WEIGHT SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS WEIGHT SPECIAL PROPERTIES

TURN/REBUKE ATTEMPTS

TIMES/DAY
3+ CHA MOD. +4/EXTRA TURNING

USED

TURNING CHECK MODIFIER
CHA MODIFIER

TURNING CHECK	MOST POWERFUL UNDEAD AFFECTED (MAX HD)
UP TO 0	CLERIC'S LEVEL -4
1-3	CLERIC'S LEVEL -3
4-6	CLERIC'S LEVEL -2
7-9	CLERIC'S LEVEL -1
10-12	CLERIC'S LEVEL
13-15	CLERIC'S LEVEL +1
16-18	CLERIC'S LEVEL +2
19-21	CLERIC'S LEVEL +3
22+	CLERIC'S LEVEL +4

NUMBER OF HD TURNED =
2d6+ CLERIC LEVEL
+ CHA MODIFIER

If cleric level is double the HD of the undead or more, the undead are destroyed/ commanded rather than turned/ rebuked.
 Dispel turning works like turning, but the evil cleric must equal or exceed the turning check result of the good cleric who turned.

SPELL SAVE

DC MOD

CONDITIONAL MODIFIERS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

0: _____

4TH: _____

1ST: _____

5TH: _____

2ND: _____

6TH: _____

3RD: _____

8TH: _____

FEATS & SPECIAL ABILITIES

PG.

NAME _____
GRANTED POWER _____

- 1 _____
 2 _____
 3 _____
 4 _____
 5 _____
 6 _____
 7 _____
 8 _____
 9 _____

NAME _____
GRANTED POWER _____

LANGUAGES

Initial languages = Common + racial languages + one point of Int bonus

- 1 _____
 2 _____
 3 _____
 4 _____
 5 _____
 6 _____
 7 _____
 8 _____
 9 _____