

CHARACTER NAME

PLAYER

Cleric

LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP Hit Points, AC Armor Class, and WOUNDS/CURRENT HP sections. Includes formulas for AC: AC = 10 + Armor Bonus + Shield Bonus + Dex Modifier + Size Modifier + Natural Armor + Deflection Modifier + Misc Modifier.

TOUCH ARMOR CLASS, FLAT-FOOTED ARMOR CLASS, and INITIATIVE MODIFIER sections. Includes formulas for Initiative: Initiative = Base Initiative + Dex Modifier + Misc Modifier.

SAVING THROWS section including FORTITUDE (Constitution), REFLEX (Dexterity), and WILL (Wisdom). Includes formulas for each: Save = Base Save + Ability Modifier + Magic Modifier + Misc Modifier + Temporary Modifier.

BASE ATTACK BONUS and SPELL RESISTANCE sections. Includes formula for Grapple Modifier: Grapple = Base Attack Bonus + Strength Modifier + Size Modifier + Misc Modifier.

ATTACK table with columns for Range, Type, Attack Bonus, Damage, and Critical. Includes a NOTES column.

AMMUNITION section with a row of 20 checkboxes for tracking ammunition.

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SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Includes a MAX RANKS (CLASS/CROSS-CLASS) column.

- List of skills including APPRAISE, BALANCE, BLUFF, CLIMB, CONCENTRATION, CRAFT, DECIPHER SCRIPT, DIPLOMACY, DISABLE DEVICE, DISGUISE, ESCAPE ARTIST, FORGERY, GATHER INFORMATION, HANDLE ANIMAL, HEAL, HIDE, INTIMIDATE, JUMP, KNOWLEDGE (Arcana), KNOWLEDGE (History), KNOWLEDGE (), LISTEN, MOVE SILENTLY, OPEN LOCK, PERFORM, PROFESSION, RIDE, SEARCH, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, SPOT, SURVIVAL, SWIM, TUMBLE, USE MAGIC DEVICE, USE ROPE, and empty rows.

■ 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.)

