CHARACTER SHEET

SUITABLE FOR CHARACTERS OF ANY RACE OR CLASS (INCLUDING MULTICLASS CHARACTERS)

DUNGEONS & DRAGONS®

CHARACTER NAME | PLAYER NAME

CLASS AND LEVEL: Cleric 8 | ECL | RACE/TEMPLATE | SIZE | GENDER

ALIGNMENT | RELIGION/PATRON DEITY: Pelor | HEIGHT | WEIGHT | LOOKS

ABILITY SCORES

	TOTAL	= BASE SCORE + RACIAL MOD.	+ ENHANCEMENT BONUSES	+ MISC. BONUSES	− MISC. PENALTIES	MODIFIER
STR STRENGTH	0	16				-5
DEX DEXTERITY	0	13				-5
CON CONSTITUTION	0	14				-5
INT INTELLIGENCE	0					-5
WIS WISDOM	0					-5
CHA CHARISMA	0					-5

COMBAT OPTIONS

BASE ATTACK BONUS 0

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
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WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	

HIT POINTS

SPEED | **INITIATIVE MODIFIER** -5

GRAPPLE MODIFIER 3 = 0 (BASE ATTACK BONUS) + 3 (STRENGTH MODIFER) + (SIZE MODIFIER) + (MISC. MODIFIER)

SAVING THROWS

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	-5	6	-5			
REFLEX (DEXTERITY)	-5		-5			
WILL (WISDOM)	-5		-5			

CONDITIONAL MODIFIERS

ARMOR CLASS

AC 5 (TOTAL) = 10 + 8 (ARMOR BONUS) + (SHIELD BONUS) + -5 (DEX MODIFIER) + (SIZE MODIFIER) + (NATURAL ARMOR) + (DEFLECTION MODIFIER) + (MISCELLANEOUS MODIFIERS)

TOUCH AC 5 **FLAT-FOOTED AC** 10

SPECIAL DEFENSES

ARMOR WORN	MAX DEX	ARMOR CHECK PENALTY	WEIGHT
Masterwork Full Plate	1		50

SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY	WEIGHT

EXPERIENCE POINTS

GEAR

POSSESSIONS ON PERSON

ITEM	LOCATION	WEIGHT
		0

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT

MAGIC ITEMS WORN

HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)

EYES (EYE LENSES OR GOGGLES)

NECK (AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB)

SHOULDERS (CLOAK, CAPE, OR MANTLE)

RING #1

RING #2

HANDS (GLOVES OR GAUNTLETS)

ARMS/WRISTS (BRACERS OR BRACELETS)

BODY (ROBE OR SUIT OF ARMOR)

TORSO (VEST, VESTMENT, OR SHIRT)

WAIST (BELT OR GIRDLE)

FEET (BOOTS, SHOES, OR SLIPPERS)

CARRYING CAPACITY

LIGHT LOAD: 8

MEDIUM LOAD: 16

HEAVY LOAD: 25

MONEY

MAGIC

DOMAINS (CLERIC ONLY)

Good _____
DOMAIN NAME — GRANTED POWER

_____
DOMAIN NAME — GRANTED POWER

SPECIALTY SCHOOL (WIZARD ONLY)

_____ SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL)
_____ PROHIBITED SCHOOL
_____ PROHIBITED SCHOOL

ARCANE SPELL FAILURE _____ %

TURN/REBUKE UNDEAD

TIMES PER DAY	TURNING CHECK	TURNING DAMAGE
_____	_____	_____
3 + CHA MODIFIER (+4 WITH EXTRA TURNING FEAT)	1d20 + CHA MODIFIER	2d6 + CLERIC LEVEL + CHA MODIFIER

SPELLS

SPELL SAVE _____ DC MOD

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS
		0	6				5th		
		1st	4				6th		
		2nd	3				7th		
		3rd	3				8th		
		4th	2				9th		

PSIONICS

PSIONIC POWERS _____ POWERS KNOWN _____ MAXIMUM POWER LEVEL KNOWN

PRIMARY DISCIPLINE _____

POWER POINTS PER DAY _____

RAGE

RAGES/DAY	DURATION	STR/CON BONUS	WILL SAVE BONUS	AC PENALTY

RAGES USED ☐☐☐☐☐☐☐☐☐☐

ROUNDS ELAPSED _____

ANIMAL COMPANION, FAMILIAR, OR PSICRYSTAL

NAME _____ CREATURE TYPE _____

STR	DEX	CON	INT	WIS	CHA

INITIATIVE _____

SPEED _____

HIT POINTS

AC _____ = 10 + 0 + _____ + _____ + _____

TOTAL — DEX MODIFIER — SIZE MODIFIER — NATURAL ARMOR — MISC. MODIFIERS

TOUCH AC _____ **FLAT-FOOTED AC** _____

SAVING THROWS

FORTITUDE (CON) ☐
REFLEX (DEX) ☐
WILL (WIS) ☐

ATTACKS

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

GRAPPLE MODIFIER _____

PERSONALITY _____

SKILLS

_____ + _____
_____ + _____
_____ + _____
_____ + _____
_____ + _____
_____ + _____
_____ + _____
_____ + _____
_____ + _____
_____ + _____

FEATS

_____ _____
_____ _____
_____ _____

SPECIAL ABILITIES

_____
_____
_____
_____
_____
_____

TRICKS

_____
_____
_____
_____
_____
_____

CAMPAIGN _____

SKILLS

CS?	SKILL NAME	KEY ABILITY	SKILL MODIFER	=	RANKS	+	ABILITY MODIFER	+	MISC. MODIFER
☐	Appraise ◆	INT	-5	=		+	-5	+	0
☐	*Autohypnosis*	WIS	-5	=		+	-5	+	0
☐	Balance* ◆	DEX	-5	=		+	-5	+	0
☐	Bluff ◆	CHA	-5	=		+	-5	+	0
☐	Climb* ◆	STR	3	=		+	3	+	0
☒	Concentration ◆	CON	3	=	6	+	-5	+	0
☐	Craft (_____) ◆	INT	-5	=		+	-5	+	0
☐	Craft (_____) ◆	INT	-5	=		+	-5	+	0
☐	Craft (_____) ◆	INT	-5	=		+	-5	+	0
☐	Decipher Script	INT	-5	=		+	-5	+	0
☐	Diplomacy ◆	CHA	-5	=		+	-5	+	0
☐	Disable Device	INT	-5	=		+	-5	+	0
☐	Disguise ◆	CHA	-5	=		+	-5	+	0
☐	Escape Artist* ◆	DEX	-5	=		+	-5	+	0
☐	Forgery ◆	INT	-5	=		+	-5	+	0
☐	Gather Information ◆	CHA	-5	=		+	-5	+	0
☐	Handle Animal	CHA	-5	=		+	-5	+	0
☐	Heal ◆	WIS	-5	=		+	-5	+	0
☐	Hide* ◆	DEX	-5	=		+	-5	+	0
☐	Intimidate ◆	CHA	-5	=		+	-5	+	0
☐	Jump* ◆	STR	3	=		+	3	+	0
☐	Knowledge (arcana)	INT	-5	=		+	-5	+	0
☐	Knowledge (arch/eng)	INT	-5	=		+	-5	+	0
☐	Knowledge (dungeoneering)	INT	-5	=		+	-5	+	0
☐	Knowledge (geography)	INT	-5	=		+	-5	+	0
☐	Knowledge (history)	INT	-5	=		+	-5	+	0
☐	Knowledge (local)	INT	-5	=		+	-5	+	0
☐	Knowledge (nature)	INT	-5	=		+	-5	+	0
☐	Knowledge (nobility/royalty)	INT	-5	=		+	-5	+	0
☐	Knowledge (the planes)	INT	-5	=		+	-5	+	0
☐	*Knowledge (psionics)*	INT	-5	=		+	-5	+	0
☐	Knowledge (religion)	INT	-5	=		+	-5	+	0
☐	Knowledge (_____)	INT	-5	=		+	-5	+	0
☐	Listen ◆	WIS	-5	=		+	-5	+	0
☐	Move Silently* ◆	DEX	-5	=		+	-5	+	0
☐	Open Lock	DEX	-5	=		+	-5	+	0
☐	Perform (act) ◆	CHA	-5	=		+	-5	+	0
☐	Perform (comedy) ◆	CHA	-5	=		+	-5	+	0
☐	Perform (dance) ◆	CHA	-5	=		+	-5	+	0
☐	Perform (keyboard) ◆	CHA	-5	=		+	-5	+	0
☐	Perform (oratory) ◆	CHA	-5	=		+	-5	+	0
☐	Perform (percussion) ◆	CHA	-5	=		+	-5	+	0
☐	Perform (string instrument) ◆	CHA	-5	=		+	-5	+	0
☐	Perform (wind instrument) ◆	CHA	-5	=		+	-5	+	0
☐	Perform (sing) ◆	CHA	-5	=		+	-5	+	0
☐	Perform (_____) ◆	CHA	-5	=		+	-5	+	0
☐	Profession (_____)	WIS	-5	=		+	-5	+	0
☐	Profession (_____)	WIS	-5	=		+	-5	+	0
☐	*Psicraft*	INT	-5	=		+	-5	+	0
☐	Ride ◆	DEX	-5	=		+	-5	+	0
☐	Search ◆	INT	-5	=		+	-5	+	0
☐	Sense Motive ◆	WIS	-5	=		+	-5	+	0
☐	Sleight of Hand*	DEX	-5	=		+	-5	+	0
☐	Spellcraft	INT	-5	=		+	-5	+	0
☐	Spot ◆	WIS	-5	=		+	-5	+	0
☐	Survival ◆	WIS	-5	=		+	-5	+	0
☐	Swim* ◆	STR	3	=		+	3	+	0
☐	Tumble*	DEX	-5	=		+	-5	+	0
☐	Use Magic Device	CHA	-5	=		+	-5	+	0
☐	*Use Psionic Device*	CHA	-5	=		+	-5	+	0
☐	Use Rope ◆	DEX	-5	=		+	-5	+	0

Skills in italics are psionics-related.
☐ Mark this box with an X if the skill is a class skill for the character.
◆ Denotes a skill that can be used untrained.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

RACIAL TRAITS/CLASS FEATURES

FEATS

LANGUAGES

Initial languages = Common + automatic languages + Int bonus

SKILL SYNERGIES

5+ RANKS IN ...	GIVES A +2 BONUS ON . . .
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes

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