

Name: \_\_\_\_\_

Level:      XP: \_\_\_\_\_



**STR**

Extra Bonuses

**AGI**

Extra Bonuses

**STA**

Extra Bonuses

**PER**

Extra Bonuses

**INT**

Extra Bonuses

**LUC**

Extra Bonuses

Monies				
CP	SP	EP	GP	PP

Equipment	

Saving Throws		
Reflex	Will	Fortitude
Reflex Bonus	Willpower Bonus	Fortitude Bonus

Attack	
Melee	Ranged
Add. Attack Mod	
Melee	Ranged

Alignment:

Title:

Occupation:

Lucky Roll:

Languages:

Speed:

Physical Info	
Curr HP	AC
Max HP	Unsteady AC
Hit Die	
Initiative	Rounds Until Death

Cleric Abilities				
Deity Served:	Deity Dissapproval:			
Crit Die/Table:	/	Caster Level:		
Action Dice:	1st	2nd		
Lay on Hands (names/step)	12	14	20	22
(Same)	2 dice	3 dice	4 dice	5 dice
(Adjacent)	1 dice	2 dice	3 dice	4 dice
(Opposed)	1 dice	1 dice	2 dice	3 dice

Common Skills	
Balance (AGI)	Jump (AGI)
Climb (STR or AGI)	Smash (STR)
Listen (LUC)	
Search (INT)	Check Penalty
Sneak/Hide (AGI)	
d10 untrained/d20 trained	

Life Skills
d10 untrained/d20 trained

Weapons		
Weapon	Damage	Range Description

Armor				
Armor	AC	CHK	Speed	Fumble
	Bonus	Penalty	Penalty	Die

Notes



Caster Level

## Cleric Spells

And Abilities

Spell Check Turn Unholy

Deity Name:

Deity Description

Unholy Creatures

Deity  
Dissapproval

### Request Divine Aid

- Adds +10 to dissapproval

### Turn Unholy

- 1d20 + PER + LCK + Caster Level

### Cast Spells

- 1d20 + PER + Caster Level

### Lay On Hands Heals HP, or:

- Broken limbs: 1 die
- Organ damage: 2 dice
- Disease: 2 dice
- Paralysis: 3 dice
- Poison: 3 dice
- Blindness or deafness: 4 dice

### Cleric Weapons

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

### Max Spell Level:

Spell Name

Level Spell Description

Spell Name

Level Spell Description