

Name: \_\_\_\_\_  
Level:    XP: \_\_\_\_\_



## Cleric

# 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
Attack Modifier	
Melee	Ranged

Alignment:

Title:

Occupation:

Lucky Roll:

Languages:

Speed:

Physical Info	
Curr HP	AC
Max HP	Unsteady AC
Hit Die	Bleeding Out
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



# Cleric Spells And Abilities

