

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

Initiative

Rounds Until Death

Bleeding Out

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

- $1d20 + \text{PER} + \text{LCK} + \text{Caster Level}$

Cast Spells

- $1d20 + \text{PER} + \text{Caster Level}$

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