

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
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

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