

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