



CLERIC

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS		
	TOTAL	NONLETHAL DAMAGE
WOUNDS / CURRENT HP		
INITIATIVE		
TOTAL = DEX MOD. + MISC. MOD.		
DAMAGE REDUCTION		
SPELL RESISTANCE		

AC ARMOR CLASS		=10+										
TOTAL			ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER			
TOUCH		MODIFIERS										
FLAT FOOTED												

FORTITUDE CONSTITUTION		=										
REFLEX DEXTERITY		=										
WILL WISDOM		=										

B.A.B.		CHANNEL ENERGY		/			
CMB		TOTAL	B.A.B.	STR MODIFIER	SIZE MODIFIER	MODIFIERS	
CMD		TOTAL	B.A.B.	STR MODIFIER	DEX MODIFIER	SIZE MODIFIER	+ 10

SPELLS										TOUCH ATTACK	SAVE DC MOD.
0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH / 7TH / 8TH / 9TH										MELEE / RANGED	
CASTER LEVEL										SPECIAL PROPERTIES	

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE				RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE				RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE				RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE				RANGE	AMMUNITION	SPECIAL PROPERTIES

MOVEMENT

FT.	SG.	FT.	SG.	FT.	
BASE SPEED		ARMOR SPEED		BURROW	
FT.		FT.		FT.	
FLY		MANUEVERABILITY		SWIM	
				CLIMB	
TEMP. MODIFIERS					

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS		=DEX		
<input type="checkbox"/> APPRAISE		=INT		
<input type="checkbox"/> BLUFF		=CHA		
<input type="checkbox"/> CLIMB		=STR		
<input checked="" type="checkbox"/> CRAFT		=INT		
<input checked="" type="checkbox"/> CRAFT		=INT		
<input checked="" type="checkbox"/> DIPLOMACY		=CHA		
<input type="checkbox"/> DISABLE DEVICE *		=DEX		
<input type="checkbox"/> DISGUISE		=CHA		
<input type="checkbox"/> ESCAPE ARTIST		=DEX		
<input type="checkbox"/> FLY		=DEX		
<input checked="" type="checkbox"/> HANDLE ANIMAL *		=CHA		
<input checked="" type="checkbox"/> HEAL		=WIS		
<input type="checkbox"/> INTIMIDATE		=CHA		
<input type="checkbox"/> KNOWLEDGE (ARCANA) *		=INT		
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *		=INT		
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *		=INT		
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *		=INT		
<input type="checkbox"/> KNOWLEDGE (HISTORY) *		=INT		
<input type="checkbox"/> KNOWLEDGE (LOCAL) *		=INT		
<input type="checkbox"/> KNOWLEDGE (NATURE) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY) *		=INT		
<input type="checkbox"/> KNOWLEDGE (PLANES) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION) *		=INT		
<input type="checkbox"/> LINGUISTICS *		=INT		
<input type="checkbox"/> PERCEPTION		=WIS		
<input type="checkbox"/> PERFORM		=CHA		
<input type="checkbox"/> PERFORM		=CHA		
<input checked="" type="checkbox"/> PROFESSION *		=WIS		
<input checked="" type="checkbox"/> PROFESSION *		=WIS		
<input checked="" type="checkbox"/> RIDE		=DEX		
<input checked="" type="checkbox"/> SENSE MOTIVE		=WIS		
<input type="checkbox"/> SLEIGHT OF HAND *		=DEX		
<input checked="" type="checkbox"/> SPELLCRAFT *		=INT		
<input type="checkbox"/> STEALTH		=DEX		
<input type="checkbox"/> SURVIVAL		=WIS		
<input type="checkbox"/> SWIM		=STR		
<input type="checkbox"/> USE MAGIC DEVICE *		=CHA		
<input type="checkbox"/> CONCENTRATION		=WIS		C. LVL.
<input type="checkbox"/>				

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

FEATS

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
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FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

CONDITIONAL MODIFIERS

DOMAINS

AURA

CLASS FEATURES

HEALING/DAMAGE

SAVE DC

TOTAL

= 10 +

1/2 CLERIC LEVEL

+

CHARISMA MODIFIER

+

MISC.

CHANNEL ENERGY

RACIAL TRAITS

NOTES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY | SPELL FAIL | SPEED | WEIGHT | SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

WEIGHT

AC BONUS

CHECK PENALTY

SPELL FAIL | SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD

LIFT OVER HEAD

MAX

MEDIUM LOAD

LIFT OFF GROUND

MAX x2

HEAVY LOAD

PUSH OR DRAG

MAX x5

WEALTH

COINS

VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD

REF.

FACE

REF.

THROAT

REF.

SHOULDERS

REF.

BODY

REF.

TORSO

REF.

ARMS

REF.

HANDS

REF.

WAIST

REF.

FEET

REF.

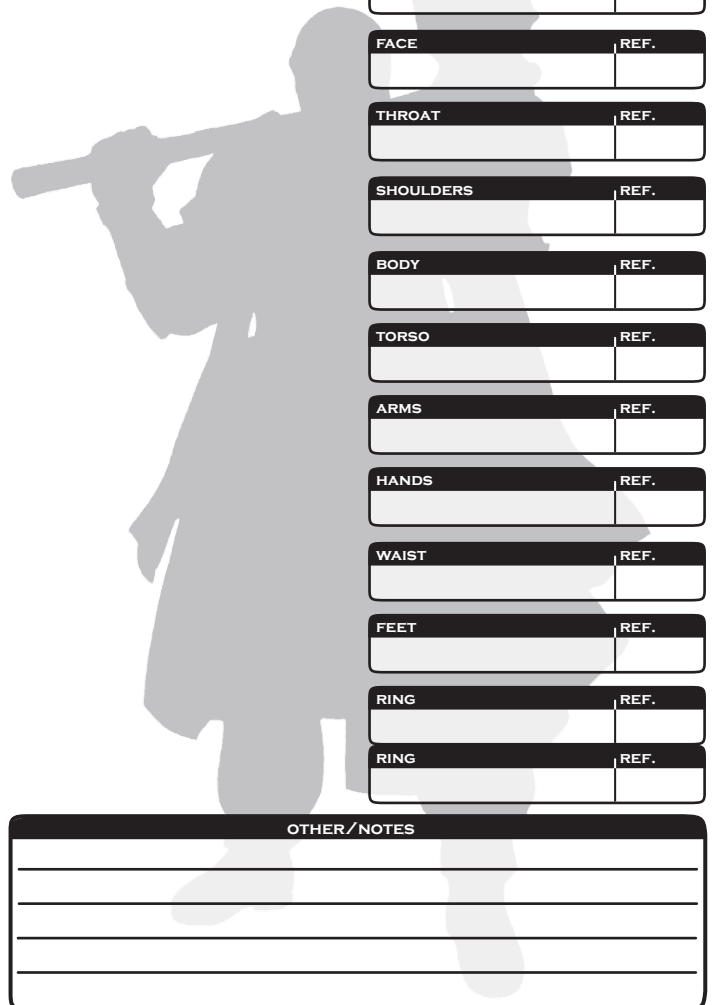
RING

REF.

RING

REF.

OTHER/NOTES



BACKGROUND

HOMETOWN: _____

PORTRAIT

CAMPAIGN NOTES

SPELLS

[illegible]