

CHARACTER NAME _____

PLAYER _____

Cleric
CLASS

RACE _____

ALIGNMENT _____

DEITY _____



CHARACTER RECORD SHEETS

LEVEL _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|----------------------------|---------------|------------------|-----------------|--------------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

| | | | | | | | | | | | | | |
|-------------------------------|--------------|-------------------|---------------|--------------|---------------|---------------|---------------|----------------|--|------------------|---------------------|------------------|--|
| HP HIT POINTS | TOTAL | WOUNDS/CURRENT HP | | | | | | SUBDUAL DAMAGE | | DAMAGE REDUCTION | HIT DIE TYPE | SPEED | |
| AC ARMOR CLASS | TOTAL = 10 + | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | MISC MODIFIER | | | MISS CHANCE | ARMOR CHECK PENALTY | SPELL RESISTANCE | |
| INITIATIVE MODIFIER | TOTAL | DEX MODIFIER | MISC MODIFIER | | | | | | | | | | |
| BASE ATTACK BONUS | | | | | | | | | | | | | |

| | | | | | | | |
|------------------------------------|-------|-----------|------------------|----------------|---------------|--------------------|-----------------------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER | CONDITIONAL MODIFIERS |
| FORTITUDE (CONSTITUTION) | | | | | | | |
| REFLEX (DEXTERITY) | | | | | | | |
| WILL (WISDOM) | | | | | | | |

| | | | | | | |
|-------------------------------|-------|-------------------|--------------|---------------|---------------|--------------------|
| MELEE ATTACK BONUS | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER |
| RANGED ATTACK BONUS | TOTAL | BASE ATTACK BONUS | DEX MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER |

| WEAPON | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|--------------------|--------------------|----------|
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES | |
| | | | | | |

| WEAPON | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|--------------------|--------------------|----------|
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES | |
| | | | | | |

| WEAPON | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|--------------------|--------------------|----------|
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES | |
| | | | | | |

| ARMOR/PROTECTIVE ITEM | | TYPE | ARMOR BONUS | MAX DEX BONUS |
|-----------------------|---------------|-------|-------------|--------------------|
| CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT | SPECIAL PROPERTIES |
| | | | | |

| SHIELD/PROTECTIVE ITEM | | ARMOR BONUS | WEIGHT | CHECK PENALTY | SPELL FAILURE |
|------------------------|--|-------------|--------|---------------|---------------|
| SPECIAL PROPERTIES | | | | | |
| | | | | | |

AMMUNITION

| | | |
|-----------|-----------|-----------|
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| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | |
|------------|-------------|----------------|------------------|-----------|---------------|
| | | | | RANKS | MISC MODIFIER |

- ALCHEMY INT = + +
- APPRAISE ■ INT = + +
- BALANCE ■ DEX* = + +
- BLUFF ■ CHA = + +
- CLIMB ■ STR* = + +
- CONCENTRATION ■ CON = + +
- CRAFT ■ () INT = + +
- DIPLOMACY ■ CHA = + +
- DISABLE DEVICE INT = + +
- DISGUISE ■ CHA = + +
- ESCAPE ARTIST ■ DEX* = + +
- FORGERY ■ INT = + +
- GATHER INFORMATION ■ CHA = + +
- HANDLE ANIMAL CHA = + +
- HEAL ■ WIS = + +
- HIDE ■ DEX* = + +
- INNUENDO WIS = + +
- INTIMIDATE ■ CHA = + +
- INTUIT DIRECTION WIS = + +
- JUMP ■ STR* = + +
- KNOWLEDGE (ARCANA) INT = + +
- KNOWLEDGE (ARCHITECTURE & ENGINEERING) INT = + +
- KNOWLEDGE (GEOGRAPHY) INT = + +
- KNOWLEDGE (HISTORY) INT = + +
- KNOWLEDGE (LOCAL) INT = + +
- KNOWLEDGE (NATURE) INT = + +
- KNOWLEDGE (NOBILITY & ROYALTY) INT = + +
- KNOWLEDGE (THE PLANES) INT = + +
- KNOWLEDGE (RELIGION) INT = + +
- LISTEN ■ WIS = + +
- MOVE SILENTLY ■ DEX* = + +
- OPEN LOCK DEX = + +
- PERFORM ■ () CHA = + +
- PICK POCKET DEX* = + +
- PROFESSION () WIS = + +
- RIDE ■ () DEX = + +
- SCRY ■ INT = + +
- SEARCH ■ INT = + +
- SENSE MOTIVE ■ WIS = + +
- SPELLCRAFT INT = + +
- SPOT ■ WIS = + +
- SWIM ■ STR** = + +
- TUMBLE DEX* = + +
- USE ROPE ■ DEX = + +
- WILDERNESS LORE ■ WIS = + +

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** 1 per 5 lb. of gear.

SPELL SAVE

WIS
MODIFIER

| SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|--------------------------|-------|--------------------------|--------------------------|
| <input type="checkbox"/> | 0 | <input type="checkbox"/> | 0 |
| <input type="checkbox"/> | 1ST | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 2ND | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 3RD | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 4TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 5TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 6TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 7TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 8TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | 9TH | <input type="checkbox"/> | <input type="checkbox"/> |

0 LEVEL

- Create Water
- Cure Minor Wounds
- Detect Magic
- Detect Poison
- Guidance
- Inflict Minor Wounds
- Light
- Mending
- Purify Food and Drink
- Read Magic
- Resistance
- Virtue

1ST LEVEL

- Bane
- Bless
- Bless Water
- Cause Fear
- Command
- Comprehend Languages
- Cure Light Wounds
- Curse Water
- Deathwatch
- Detect Chaos
- Detect Evil
- Detect Good
- Detect Law
- Detect Undead
- Divine Favor
- Doom
- Endure Elements
- Entropic Shield
- Inflict Light Wounds
- Invisibility to Undead
- Magic Stone
- Magic Weapon
- Obscuring Mist
- Protection from Chaos
- Protection from Evil

- Protection from Good
- Protection from Law
- Random Action
- Remove Fear
- Sanctuary
- Shield of Faith
- Summon Monster I

2ND LEVEL

- Aid
- Animal Messenger
- Augury
- Bull's Strength
- Calm Emotions
- Consecrate
- Cure Moderate Wounds
- Darkness
- Death Knell
- Delay Poison
- Desecrate
- Endurance
- Enthrall
- Find Traps
- Gentle Repose
- Hold Person
- Inflict Moderate Wounds
- Lesser Restoration
- Make Whole
- Remove Paralysis
- Resist Elements
- Shatter
- Shield Other
- Silence
- Sound Burst
- Speak with Animals
- Spiritual Weapon
- Summon Monster II
- Undetectable Alignment
- Zone of Truth

3RD LEVEL

- Animate Dead
- Bestow Curse
- Blindness/Deafness
- Contagion
- Continual Flame
- Create Food and Water
- Cure Serious Wounds
- Daylight
- Deeper Darkness
- Dispel Magic
- Glyph of Warding
- Helping Hand
- Inflict Serious Wounds
- Invisibility Purge
- Locate Object
- Magic Circle against Chaos
- Magic Circle against Evil
- Magic Circle against Good
- Magic Circle against Law
- Magic Vestment
- Meld into Stone
- Negative Energy Protection
- Obscure Object

- Prayer
- Protection from Elements
- Remove Blindness/Deafness
- Remove Curse
- Remove Disease
- Searing Light
- Speak with Dead
- Speak with Plants
- Stone Shape
- Summon Monster III
- Water Breathing
- Water Walk
- Wind Wall

4TH LEVEL

- Air Walk
- Control Water
- Cure Critical Wounds
- Death Ward
- Dimensional Anchor
- Discern Lies
- Dismissal
- Divination
- Divine Power
- Freedom of Movement
- Giant Vermin
- Greater Magic Weapon
- Imbue with Spell Ability
- Inflict Critical Wounds
- Lesser Planar Ally
- Neutralize Poison
- Poison
- Repel Vermin
- Restoration
- Sending
- Spell Immunity
- Status
- Summon Monster IV
- Tongues

5TH LEVEL

- Atonement
- Break Enchantment
- Circle of Doom
- Commune
- Dispel Chaos
- Dispel Evil
- Dispel Good
- Dispel Law
- Ethereal Jaunt
- Flame Strike
- Greater Command
- Hallow
- Healing Circle
- Insect Plague
- Mark of Justice
- Plane Shift
- Raise Dead
- Righteous Might
- Scrying
- Slay Living
- Spell Resistance
- Summon Monster V
- True Seeing

- Unhallow
- Wall of Stone

6TH LEVEL

- Animate Objects
- Antilife Shell
- Banishment
- Blade Barrier
- Create Undead
- Etherealness
- Find the Path
- Forbiddance
- Geas/Quest
- Greater Dispelling
- Greater Glyph of Warding
- Harm
- Heal
- Heroes' Feast
- Planar Ally
- Summon Monster VI
- Wind Walk
- Word of Recall

7TH LEVEL

- Blasphemy
- Control Weather
- Destruction
- Dictum
- Greater Restoration
- Greater Scrying
- Holy Word
- Refuge
- Regenerate
- Repulsion
- Resurrection
- Summon Monster VII
- Word of Chaos

8TH LEVEL

- Antimagic Field
- Cloak of Chaos
- Create Greater Undead
- Discern Location
- Earthquake
- Fire Storm
- Greater Planar Ally
- Holy Aura
- Mass Heal
- Shield of Law
- Summon Monster VIII
- Symbol
- Unholy Aura

9TH LEVEL

- Astral Projection
- Energy Drain
- Gate
- Implosion
- Miracle
- Soul Bind
- Storm of Vengeance
- Summon Monster IX
- True Resurrection