

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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

**HP**  
HIT POINTS

**AC**  
ARMOR CLASS

**INITIATIVE**  
MODIFIER

**BASE ATTACK**  
BONUS

**TOTAL** = 10 + \_\_\_\_\_

**TOTAL** = \_\_\_\_\_

**TOTAL** = \_\_\_\_\_

**TOTAL** = \_\_\_\_\_

**DAMAGE REDUCTION**

**HIT DIE TYPE** d8

**SPEED**

**MISS CHANCE**

**ARMOR CHECK PENALTY**

**SPELL RESISTANCE**

**SAVING THROWS**

**FORTITUDE**  
(CONSTITUTION)

**REFLEX**  
(DEXTERITY)

**WILL**  
(WISDOM)

**TOTAL** = \_\_\_\_\_

**TOTAL** = \_\_\_\_\_

**TOTAL** = \_\_\_\_\_

**CONDITIONAL MODIFIERS**

**MELEE**  
ATTACK BONUS

**RANGED**  
ATTACK BONUS

**TOTAL** = \_\_\_\_\_

**TOTAL** = \_\_\_\_\_

**TOTAL** = \_\_\_\_\_

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

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
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WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
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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


SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
<input checked="" type="checkbox"/> ALCHEMY	INT				
<input checked="" type="checkbox"/> APPRAISE ■	INT				
<input checked="" type="checkbox"/> BALANCE ■	DEX*				
<input checked="" type="checkbox"/> BLUFF ■	CHA				
<input checked="" type="checkbox"/> CLIMB ■	STR*				
<input type="checkbox"/> CONCENTRATION ■	CON				
<input type="checkbox"/> CRAFT ■ (_____)	INT				
<input type="checkbox"/> DIPLOMACY ■	CHA				
<input checked="" type="checkbox"/> DISABLE DEVICE	INT				
<input checked="" type="checkbox"/> DISGUISE ■	CHA				
<input checked="" type="checkbox"/> ESCAPE ARTIST ■	DEX*				
<input checked="" type="checkbox"/> FORGERY ■	INT				
<input checked="" type="checkbox"/> GATHER INFORMATION ■	CHA				
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA				
<input type="checkbox"/> HEAL ■	WIS				
<input checked="" type="checkbox"/> HIDE ■	DEX*				
<input checked="" type="checkbox"/> INNUENDO	WIS				
<input checked="" type="checkbox"/> INTIMIDATE ■	CHA				
<input checked="" type="checkbox"/> INTUIT DIRECTION	WIS				
<input checked="" type="checkbox"/> JUMP ■	STR*				
<input type="checkbox"/> KNOWLEDGE (ARCANA)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (THE PLANES)	INT				
<input type="checkbox"/> KNOWLEDGE (RELIGION)	INT				
<input checked="" type="checkbox"/> LISTEN ■	WIS				
<input checked="" type="checkbox"/> MOVE SILENTLY ■	DEX*				
<input checked="" type="checkbox"/> OPEN LOCK	DEX				
<input checked="" type="checkbox"/> PERFORM ■ (_____)					
<input checked="" type="checkbox"/> PICK POCKET	DEX*				
<input type="checkbox"/> PROFESSION (_____)	WIS				
<input checked="" type="checkbox"/> RIDE ■ (_____)	DEX				
<input type="checkbox"/> SCRY ■	INT				
<input checked="" type="checkbox"/> SEARCH ■	INT				
<input checked="" type="checkbox"/> SENSE MOTIVE ■	WIS				
<input type="checkbox"/> SPELLCRAFT	INT				
<input checked="" type="checkbox"/> SPOT ■	WIS				
<input checked="" type="checkbox"/> SWIM ■	STR*				
<input checked="" type="checkbox"/> TUMBLE	DEX*				
<input checked="" type="checkbox"/> USE ROPE ■	DEX				
<input checked="" type="checkbox"/> WILDERNESS LORE ■	WIS				
<input type="checkbox"/> _____					
<input type="checkbox"/> _____					
<input type="checkbox"/> _____					
<input type="checkbox"/> _____					

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"/>

- ☐ 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

- ☐ 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

- ☐ 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

## 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

## 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

## 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