

CHARACTER NAME

PLAYER

Cleric
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP, AC, Initiative, and Base Attack Bonus calculation boxes. Includes formulas for AC (10 + armor bonus + shield bonus + dex modifier + size modifier + natural armor + misc modifier) and Initiative (dex modifier + misc modifier).

Speed and Hit Die Type section. Includes fields for Hit Die Type (d8), Speed, Miss Chance, Armor Check Penalty, and Spell Resistance.

Saving Throws table for Fortitude, Reflex, and Will. Includes columns for Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, and Temporary Modifier.

Melee and Ranged Attack Bonus calculation boxes. Includes formulas for Total = Base Attack Bonus + Str Modifier + Size Modifier + Misc Modifier + Temporary Modifier.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Armor/Protective Item table with columns for Armor/Protective Item, Type, Armor Bonus, Max Dex Bonus, Check Penalty, Spell Failure, Speed, Weight, and Special Properties.

Shield/Protective Item table with columns for Shield/Protective Item, Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

Ammunition table with columns for Ammunition and a grid for tracking ammunition counts.

Skills table header with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier.

Skills list including Alchemy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana), Knowledge (Architecture & Engineering), Knowledge (Geography), Knowledge (History), Knowledge (Local), Knowledge (Nature), Knowledge (nobility & royalty), Knowledge (The Planes), Knowledge (Religion), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Rope, Wilderness Lore, etc.

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

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