



# Cleric Character Sheet

Player Name: \_\_\_\_\_

Date: \_\_\_\_\_

## Attributes Bonus

Str: \_\_\_\_\_

Dex: \_\_\_\_\_

Con: \_\_\_\_\_

Int: \_\_\_\_\_

Wis: \_\_\_\_\_

Chr: \_\_\_\_\_

Maximum  
Hit Points

Death  
Limit

Damage

Gold

EXP

Max # of Spells

1 2 3 4 5 6

Spells Used

1 2 3 4 5 6

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Name: \_\_\_\_\_

Species: \_\_\_\_\_

Class: Cleric

Level: \_\_\_\_\_

AC: \_\_\_\_\_

## Weapons

Weapon Name

# of  
Attack  
Dice

Total  
To-hit  
Bonus

Species  
Bonus

Class  
Bonus

Dex  
Bonus

Weapon  
Bonus

Damage

Melee Str  
Bonus

_____	<input type="checkbox"/>	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	1d6	+	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	1d6	+	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	1d6	+	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	1d6	+	<input type="checkbox"/>

## Equipment & Notes

_____
_____
_____
_____
_____

## Cleric Progress

Clerics can use any armor. Clerics can only use a mace or morning star as a weapon. Clerics are the only class that can use a magical staff. A magical staff's bonus is added to the dice total for healing spells for each target. Clerics can use any level scroll of clerical spells.

Level	HP	Death Limit	Attack	Spells	EXP
1	6	-2	2 dice	3 - - - - -	
2	2d6	-3	3 dice	4 - - - - -	2,500
3*	2d6 +1	-4	3 dice +1	4 2 - - - - -	5,000
4	3d6	-5	4 dice	5 3 - - - - -	10,000
5	4d6	-6	5 dice	5 3 2 - - - -	20,000
6*	4d6 +1	-7	5 dice +1	6 4 3 - - - -	35,000
7	5d6	-8	6 dice	6 4 3 2 - - -	70,000
8	6d6	-9	7 dice	7 5 4 3 - - -	150,000
9*	6d6 +1	-10	7 dice +1	7 5 4 3 2 - -	250,000
10	7d6	-11	8 dice	8 6 5 4 3 - -	370,000
11	8d6	-12	9 dice	8 6 5 4 3 2 -	510,000
12*	8d6 +1	-13	9 dice +1	9 7 6 5 4 3 -	670,000
13	9d6	-14	9 dice +2	9 8 7 6 5 4 -	850,000
14	9d6 +1	-15	9 dice +3	9 9 8 7 6 5 -	1,050,000
15*	10d6	-15	9 dice +4	9 9 9 8 7 6 -	1,270,000
16	11d6	-15	9 dice +5	9 9 9 9 8 7 -	1,510,000
17	11d6 +1	-15	9 dice +6	9 9 9 9 9 8 -	1,770,000
18*	12d6	-15	9 dice +7	9 9 9 9 9 9 -	2,050,000

\*On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.

## Cleric Spells

Level 1 - Bless: +1 to-hit bonus for all friendly targets for the entire encounter.

Level 1 - Cure Light Wounds: Heals 1d6+1 + Wis bonus to 1 friendly target.

Level 2 - Spiritual Hammer: An extra missile attack every round, first round included for the entire encounter. The attack is as if the cleric made a physical attack.

Level 2 - Healing Wave: Heals all friendly targets 1d6 + Wis bonus.

Level 2 - Lesser Protection: Damage reduction 1 for all friendly targets for the entire encounter.

Level 3 - Cure Serious Wounds: Heals 3d6+3 + Wis bonus to 1 friendly target.

Level 3 - Prayer: +2 to-hit bonus for all friendly targets for the entire encounter.

Level 4 - Cleansing Wave: Heals all friendly targets 2d6+1 + Wis bonus.

Level 4 - Protection: Damage reduction 2 for all friendly targets for the entire encounter.

Level 5 - Cure Critical Wounds: Heals 5d6+5 + Wis bonus to 1 friendly target.

Level 5 - Sanctify: +3 to-hit bonus for all friendly targets for the entire encounter.

Level 6 - Greater Protection: Damage reduction 3 for all friendly targets for the entire encounter.

Level 6 - Spiritual Wave: Heals all friendly targets 3d6+2 + Wis bonus.

Spells that have the same effect do not stack. The higher level spell overwrites the lower level spell.

## Gaining Levels

- The new hit points are calculated by re-rolling. If the new hit point total is lower or equal to the old hit point total, add one to the old hit point value for the new total. When re-rolling hit points sum these totals:
  - New level die rolls as indicated in the table.
  - Plus species bonus.
  - Plus constitution bonus times the character level.
- The death limit is increased.
- Weapons attack dice are adjusted.
- Maximum number of spells are adjusted.