EBERRON

character name: Cleric 1
class and level: Cleric 1
size: Medium
age: | **gender:** | **height:**
weight: | **eyes:** | **hair:** | **skin:**

player:
faction: Covenant of Light
race: Half-elf
alignment: Neutral Good
deity: Sovereign Host

ABILITY

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST
STR strength	10	+0			
DEX dexterity	10	+0			
CON constitution	10	+0			
INT intelligence	12	+1			
WIS wisdom	16	+3			
CHA charisma	13	+1			

HP hit points TOTAL: 8 — WOUNDS/CURRENT HP / NONLETHAL DAMAGE / ARMOR CHECK PENALTY: -4 / SPEED: 20 ft (30 ft. base)

AC armor class	TOTAL	= 10+	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
	14		+4	+0	+0					

TOUCH armor class: 10
FLAT-FOOTED armor class: 14

INITIATIVE modifier	TOTAL	=	DEX MODIFIER	+	MISC MODIFIER
	+0		+0		

SAVING THROWS

	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MAGIC MODIFIER	+	MISC. MODIFIER	+	TEMPORARY MODIFIER
FORTITUDE (constitution)	+2	=	+2	+	+0	+		+		+	
REFLEX (dexterity)	+0	=	+0	+	+0	+		+		+	
WILL (wisdom)	+5	=	+2	+	+3	+		+		+	

conditional modifiers: Immune to *sleep* spells and effects. +2 against enchantment spells and effects.

BASE ATTACK BONUS: +0
SPELL RESISTANCE:
AP action points: 4 CURRENT

GRAPPLE modifier	TOTAL	=	BASE ATTACK BONUS	+	STRENGTH MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER
	+0	=	+0	+	+0	+		+	

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Crossbow, heavy	+0	1d10	19-20/x2

RANGE	TYPE	NOTES
120 ft.	P	

AMMUNITION: 20 bolts

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Mace, heavy	+0	1d8	x2

RANGE	TYPE	NOTES
-	B	

AMMUNITION:

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION:

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION:

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION:

SKILLS — MAX RANKS (CLASS/CROSS-CLASS) 4 / 2

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
☐	Appraise ■	int	+1	=	+1	+		+	
☐	Balance ■	dex*	-4	=	+0	+		+	-4
☐	Bluff ■	cha	+1	=	+1	+		+	
☐	Climb ■	str*	-4	=	+0	+		+	-4
☒	Concentration ■	con	+2	=	+0	+	2	+	
☒	Craft ■ ( )	int	+1	=	+1	+		+	
☒	Craft ■ ( )	int	+1	=	+1	+		+	
☒	Craft ■ ( )	int	+1	=	+1	+		+	
☐	Decipher Script	int		=		+		+	
☒	Diplomacy ■	cha	+5	=	+1	+	2	+	+2
☐	Disable Device	int		=		+		+	
☐	Disguise ■	cha	+1	=	+1	+		+	
☐	Escape Artist ■	dex*	-4	=	+0	+		+	-4
☐	Forgery ■	int	+1	=	+1	+		+	
☐	Gather Information ■	cha	+3	=	+1	+		+	+2
☐	Handle Animal	cha		=		+		+	
☒	Heal ■	wis	+7	=	+3	+	4	+	
☐	Hide ■	dex*	-4	=	+0	+		+	-4
☐	Intimidate ■	cha	+1	=	+1	+		+	
☐	Jump ■	str*	-4	=	+0	+		+	-4
☒	Knowledge (arcana)	int	+5	=	+1	+	4	+	
☒	Knowledge (history)	int		=		+		+	
☒	Knowledge (religion)	int		=		+		+	
☒	Knowledge (the planes)	int		=		+		+	
☐	Knowledge ( )	int		=		+		+	
☐	Listen ■	wis	+4	=	+3	+		+	+1
☐	Move Silently ■	dex*	-4	=	+0	+		+	-4
☐	Open Lock	dex		=		+		+	
☐	Perform ( )	cha		=		+		+	
☐	Perform ( )	cha		=		+		+	
☐	Perform ( )	cha		=		+		+	
☒	Profession ( )	wis		=		+		+	
☒	Profession ( )	wis		=		+		+	
☐	Ride ■	dex	+0	=	+0	+		+	
☐	Search ■	int	+2	=	+1	+		+	+1
☐	Sense Motive ■	wis	+3	=	+3	+		+	
☐	Sleight of Hand ■	dex*		=		+		+	
☒	Spellcraft	int		=		+		+	
☐	Spot ■	wis	+4	=	+3	+		+	+1
☐	Survival ■	wis	+3	=	+3	+		+	
☐	Swim ■	str*	-8	=	+0	+		+	-8
☐	Tumble ■	dex*		=		+		+	
☐	Use Magic Device	cha		=		+		+	
☐	Use Rope ■	dex	+0	=	+0	+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	

■ After the skill denotes a skill that can be used untrained.

☐ Fill in this box if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

experience points

GEAR

ARMOR/PROTECTIVE ITEM

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Scale Mail	Medium	4	3

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-4	25%	20	30	none

SHIELD/PROTECTIVE ITEM

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Backpack with:		2 lbs	Cleric's vestments		6 lbs
• Rations, trail (5 days)		5 lbs			
• Water Skin		4 lbs			
Holy symbol, wooden		-			
Crossbow, heavy		8 lbs			
Bolts, crossbow (20)		1 lbs			
Mace, heavy		8 lbs			
Scale mail		30 lbs			
Scroll of *guidance*		-			
*bonus equipment			BASIC POSSESSIONS GP VALUE		138.5

BASIC WT.	65	+ MAGIC WT.	0.	= TOTAL WEIGHT CARRIED	65

33	34-66	67-100	100	200	500
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

MONEY

cp —

sp —

gp — 24

pp —

FEATS

Extra Turning (8 total attempts)

(b) = bonus feat

SPECIAL ABILITIES

PG.

Immunity to *sleep* spells and effects

+2 racial bonus to saving throws
   against enchantment spells/effects.

Low-light vision

Favored class: any

Turn undead 8/day

Spontaneously cast *cure* spells

Faction bonus *Blessing of the Light*
   5/day relieves fatigue, exhaustion,
   sicken-ng, and immediate new save
   against poison and disease.

MINIATURE UNLOCK

Bonus for using listed D&D Miniature

Radiant Soul
Miniature: Cleric of Syreth
(WAR OF THE DRAGON QUEEN 03/60)
   Once per adventure, you may spend one turn undead attempt to allow yourself a second roll on a failed Will save. You must accept the result of the second save attempt, even if it is worse.

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

Common

Elven

Celestial

TYPICAL SPELLS

Domains: Healing (You cast healing spells at +1 caster level), Sun (Once per day, you can perform a greater turning agiast undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead).

0: *create water, detect magic, light*

1st: *bless,*
   Domain: *cure light wounds* or *endure elements*

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELL SAVE	3

DC MOD

ARCANE SPELL FAILURE	25	%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	13	0	3	0
	14	1ST	1+1	1
	15	2ND		
	16	3RD		
	17	4TH		
	18	5TH		
	19	6TH		
	20	7TH		
	21	8TH		
	22	9TH		