

CHARACTER NAME
Cleric
 CLASS
4
 LEVEL

Medium
 SIZE

Half-Elf
 RACE
 Humanoid (Elf)
 TYPE

Covenant of Light
 PLAYER

Male
 GENDER

Neutral Good
 ALIGNMENT

20
 AGE

5'4"
 HEIGHT

145 lbs
 WEIGHT

REGION
The Sovereign Host
 DEITY

EYES

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	10	+0		
DEX DEXTERITY	10	+0		
CON CONSTITUTION	10	+0		
INT INTELLIGENCE	12	+1		
WIS WISDOM	16	+3		
CHA CHARISMA	14	+2		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP HIT POINTS	23		20 ft/x4
AC ARMOR CLASS	17 = 10 + +5 + +2 + +0 + +0 + +0 + +0 + +0		
TOUCH ARMOR CLASS	10	FLAT-FOOTED ARMOR CLASS	17

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+4	+4	+0	+0	+0		
REFLEX (DEXTERITY)	+1	+1	+0	+0	+0		
WILL (WISDOM)	+7	+4	+3	+0	+0		

BASE ATTACK BONUS	GRAPPLE	MELEE	RANGED	SPELL RESISTANCE	ARCANE SPELL FAILURE
+3	+3 = +3 + +0 + +0 + +0	+3 = +3 + +0 + +0 + +0 +	+3 = +3 + +0 + +0 + +0 +		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork heavy crossbow	+4	1d10	19-20/x2

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Heavy Mace	+4	1d8+1	20/x2

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

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PROFICIENCY	SKILLS				
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS
<input checked="" type="checkbox"/>	Appraise ¹	INT	+1	1	7/3.5
<input checked="" type="checkbox"/>	Balance ¹	DEX*	-4		
<input checked="" type="checkbox"/>	Bluff ¹	CHA	+2	2	
<input checked="" type="checkbox"/>	Climb ¹	STR*	-4		
<input type="checkbox"/>	Concentration ¹	CON	+7	7	
<input type="checkbox"/>	Craft skills... ¹	INT	+1	1	
<input type="checkbox"/>	Diplomacy ¹	CHA	+9	2	5
<input checked="" type="checkbox"/>	Disguise ¹	CHA	+2	2	
<input checked="" type="checkbox"/>	Escape Artist ¹	DEX*	-4		
<input checked="" type="checkbox"/>	Forgery ¹	INT	+1	1	
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	+4	2	2
<input type="checkbox"/>	Heal ¹	WIS	+10	3	7
<input checked="" type="checkbox"/>	Hide ¹	DEX*	-4		
<input checked="" type="checkbox"/>	Intimidate ¹	CHA	+2	2	
<input checked="" type="checkbox"/>	Jump ¹	STR*	-10		
<input type="checkbox"/>	Knowledge (arcana)	INT	+3	1	2
<input checked="" type="checkbox"/>	Listen ¹	WIS	+4	3	1
<input checked="" type="checkbox"/>	Move Silently ¹	DEX*	-4		
<input checked="" type="checkbox"/>	Perform skills ... ¹	CHA	+2	2	
<input checked="" type="checkbox"/>	Ride ¹	DEX	+0		
<input checked="" type="checkbox"/>	Search ¹	INT	+2	1	1
<input checked="" type="checkbox"/>	Sense Motive ¹	WIS	+3	3	
<input checked="" type="checkbox"/>	Spot ¹	WIS	+4	3	1
<input checked="" type="checkbox"/>	Survival ¹	WIS	+3	3	
<input checked="" type="checkbox"/>	Swim ¹	STR**	-8		
<input checked="" type="checkbox"/>	Use Rope ¹	DEX	+0		

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with☒ are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

SPECIAL ABILITIES/FEATS

ADDITIONAL NOTES

Faction Bonus: Blessing of Light

5/day relieves fatigue, exhaustion, sickening
and immediate new save against poison and disease

0-level spells:

Light; Reistance; Guidance; Detect magic; Read magic

1st level spells:

Bless; Magic weapon; Protection from Evil; Remove Fear
Cure light wounds

2nd level spells:

Aid, Hold person, Lesser restoration, Cure moderate wounds,

Save DC	Level	Spells/day	Bonus Spells
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13	0	5	-
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14	1	3+1	1
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15	2	2+1	1
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Domains: Healing (You cast healing spells a +1
caster level); Sun (Once per day you may perform
a greater turning attempt in place of a regular turn
undead attempt. The greater turn undead functions
like a regular turn undead except that any undead
turned are destroyed instead).

Miniature Unlock: Radiant Soul

Miniature: Cleric of Syreth (WAR OF THE
DRAGON QUEEN 03/60)

Once per day you may spend a turn attempt
to reroll a failed Will save. You must accept the
result of this new roll.