

CHARACTER NAME
Cleric

CLASS
4

LEVEL
Medium

Half-Elf

RACE
Humanoid (Elf)

TYPE

PLAYER
Male

GENDER
20

AGE

Neutral Good

ALIGNMENT
5'4"

HEIGHT

145 lbs

WEIGHT

REGION
The Sovereign Host

DEITY

EYES

HAIR

EBERRON

CHARACTER RECORD SHEET

ABILITY NAME

STR
STRENGTH

10

+0

DEX
DEXTERITY

10

+0

CON
CONSTITUTION

10

+0

INT
INTELLIGENCE

12

+1

WIS
WISDOM

16

+3

CHA
CHARISMA

14

+2

TEMP. SCORE

TEMP. MODIFIER

HP
HIT POINTS

23

AC
ARMOR CLASS

17

=

10

+

+5

+

+2

+

+0

+

+0

+

+0

+

+0

+

+0

TOUCH
ARMOR CLASS

10

FLAT-FOOTED
ARMOR CLASS

17

INITIATIVE
MODIFIER

+0

=

+0

+

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

FORTITUDE
(CONSTITUTION)

+4

=

+4

+

+0

+

+0

+

+0

+

REFLEX
(DEXTERITY)

+1

=

+1

+

+0

+

+0

+

+0

+

WILL
(WISDOM)

+7

=

+4

+

+3

+

+0

+

+0

+

BASE ATTACK BONUS

+3

TEMP.

GRAPPLE
MODIFIER

+3

=

+3

+

+0

+

+0

+

+0

MELEE
ATTACK BONUS

+3

=

+3

+

+0

+

+0

+

+0

+

RANGED
ATTACK BONUS

+3

=

+3

+

+0

+

+0

+

+0

+

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Masterwork heavy crossbow

+4

1d10

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

120 ft

8 lb

P

Medium

Two-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Heavy Mace

+4

1d8+1

20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

8 lb

B

Medium

One-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

SKILLS

MAX RANKS

7 / 3.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. MODIFIER

☒ Appraise¹

INT

+1

=

1

+

+

☒ Balance¹

DEX*

-4

=

+

+

-4

☒ Bluff¹

CHA

+2

=

2

+

+

☒ Climb¹

STR*

-4

=

+

+

-4

☐ Concentration¹

CON

+7

=

+

7

+

☐ Craft skills...¹

INT

+1

=

1

+

+

☐ Diplomacy¹

CHA

+9

=

2

+

5

+

2

☒ Disguise¹

CHA

+2

=

2

+

+

☒ Escape Artist¹

DEX*

-4

=

+

+

-4

☒ Forgery¹

INT

+1

=

1

+

+

☒ Gather Information¹

CHA

+4

=

2

+

+

2

☐ Heal¹

WIS

+10

=

3

+

7

+

☒ Hide¹

DEX*

-4

=

+

+

-4

☒ Intimidate¹

CHA

+2

=

2

+

+

☒ Jump¹

STR*

-10

=

+

+

-10

☐ Knowledge (arcana)

INT

+3

=

1

+

2

+

☒ Listen¹

WIS

+4

=

3

+

+

1

☒ Move Silently¹

DEX*

-4

=

+

+

-4

☒ Perform skills ...¹

CHA

+2

=

2

+

+

☒ Ride¹

DEX

+0

=

+

+

☒ Search¹

INT

+2

=

1

+

+

1

☒ Sense Motive¹

WIS

+3

=

3

+

+

☒ Spot¹

WIS

+4

=

3

+

+

1

☒ Survival¹

WIS

+3

=

3

+

+

☒ Swim¹

STR**

-8

=

+

+

-8

☒ Use Rope¹

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	

[illegible]

Save DC	Level	Spells/day	Bonus Spells
13	0	5	-
14	1	3+1	1
15	2	2+1	1

Save DC	Level	Spells/day	Bonus Spells
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13	0	5	-
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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).

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.

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