

CHARACTER NAME
Cleric
 CLASS
4
 LEVEL
Medium
 SIZE
Elf(High)
 RACE
Humanoid (Elf)
 TYPE

PLAYER
Male
 GENDER
Neutral Good
 ALIGNMENT
148
 AGE
4'11"
 HEIGHT
103 lbs
 WEIGHT

REGION
The Sovereign Host
 DEITY
 EYES
 HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	12	+1		
DEX DEXTERITY	18	+4		
CON CONSTITUTION	9	-1		
INT INTELLIGENCE	10	+0		
WIS WISDOM	14	+2		
CHA CHARISMA	11	+0		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE
HP HIT POINTS 19		
AC ARMOR CLASS 20	10	+5
	ARMOR BONUS	SHIELD BONUS
	+1	+4
	DEX MODIFIER	SIZE MODIFIER
	+0	+0
	NATURAL ARMOR	DEFLECT MOD
	+0	+0
	MISC MOD	
	+0	

SPEED
30 ft/x4

TOTAL	FLAT-FOOTED
TOUCH ARMOR CLASS 14	16

INITIATIVE	MODIFIER	TOTAL
+4	+4	
	DEX MODIFIER	
	MISC. MODIFIER	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+3	+4	-1	+0	+0		
REFLEX (DEXTERITY)	+5	+1	+4	+0	+0		
WILL (WISDOM)	+6	+4	+2	+0	+0		

BASE ATTACK BONUS	MODIFIER	TOTAL	SPELL RESISTANCE	ARCANE SPELL FAILURE
+3	+3			
	BASE ATTACK			
	+1			
	STR MODIFIER			
	+0			
	SIZE MODIFIER			
	+0			
	MISC. MODIFIER			

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
ATTACK BONUS	+4	+3	+1	+0	+0	
		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
		+3	+4	+0	+0	
		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
		+7	+4	+0	+0	
		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork longsword	+5	1d8+1	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	S	Medium
SPECIAL PROPERTIES One-handed			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Longbow	+8	1d8+1	20/x3
RANGE	WEIGHT	TYPE	SIZE
100 ft	3 lb	P	Medium
SPECIAL PROPERTIES (+1 to hit & damage within 30')			

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			

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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

AMMUNITION

PROFICIENCY	SKILLS		MAX RANKS		
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
<input checked="" type="checkbox"/>	Appraise ¹	INT	+0		
<input checked="" type="checkbox"/>	Balance ¹	DEX*	+3	4	-1
<input checked="" type="checkbox"/>	Bluff ¹	CHA	+0		
<input checked="" type="checkbox"/>	Climb ¹	STR*	+0	1	-1
<input type="checkbox"/>	Concentration ¹	CON	+6	-1	7
<input type="checkbox"/>	Craft skills... ¹	INT	+0		
<input type="checkbox"/>	Diplomacy ¹	CHA	+0		
<input checked="" type="checkbox"/>	Disguise ¹	CHA	+0		
<input checked="" type="checkbox"/>	Escape Artist ¹	DEX*	+3	4	-1
<input checked="" type="checkbox"/>	Forgery ¹	INT	+0		
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	+0		
<input type="checkbox"/>	Heal ¹	WIS	+2	2	
<input checked="" type="checkbox"/>	Hide ¹	DEX*	+3	4	-1
<input checked="" type="checkbox"/>	Intimidate ¹	CHA	+0		
<input checked="" type="checkbox"/>	Jump ¹	STR*	+0	1	-1
<input checked="" type="checkbox"/>	Listen ¹	WIS	+4	2	2
<input checked="" type="checkbox"/>	Move Silently ¹	DEX*	+3	4	-1
<input checked="" type="checkbox"/>	Perform skills ... ¹	CHA	+0		
<input checked="" type="checkbox"/>	Ride ¹	DEX	+4	4	
<input checked="" type="checkbox"/>	Search ¹	INT	+2		2
<input checked="" type="checkbox"/>	Sense Motive ¹	WIS	+2	2	
<input checked="" type="checkbox"/>	Spot ¹	WIS	+4	2	2
<input type="checkbox"/>	Survival ¹	WIS	+9	2	3
<input checked="" type="checkbox"/>	Swim ¹	STR**	-1	1	-2
<input checked="" type="checkbox"/>	Use Rope ¹	DEX	+4	4	
	Knowledge (Religion)		+4		4

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

Typical Spells

Save DC	Level	Spells/day	Bonus Spells
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12	0	5	-
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13	1	3+1	1
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14	2	2+1	1
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0-level spells:

Cure Minor Wounds, Light, Resistance,

Detect Magic, Read Magic

1st level spells:

Bless, Magic weapon, Protection from Evil,

Cure Light Wounds, Longstrider

Miniature Unlock: Heroic Aim

Miniature: Steelheart Archer (WAR DRUMS 22/60)

Once per adventure you may spend an action point to reroll any ranged attack roll. You must accept the result of the new roll.

2nd level spells:

Aid; Cure Moderate Wounds; Lesser restoration

Domains: Luck (You have good fortune. Once per day you can reroll any roll you have made.

You must abide by the new roll.); Travel (For 1 round per day, you can ignore all magical effect which hamper movement and mobility.

Survival is added to your class skills).