

# The Quintessential Cleric



CHARACTER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_  
 CHARACTER CONCEPT \_\_\_\_\_  
 RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 PATRON DIETY / RELIGION \_\_\_\_\_  
 PLACE OF ORIGIN \_\_\_\_\_ FIGHTING STYLE \_\_\_\_\_

## ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

## HIT POINTS

SUB DMG	
HIT DIE	
DAMAGE REDUCTION	

## ARMOUR

○ = 10 +  
 CLASS  
 ARMOUR WORN

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

MAX RANKS = LVL +3 (2)    CROSS CLASS ABILITY    MODIFIERS  
 CLASS ABILITY TOTAL ABILITY RANKS MISC

ALCHEMY	Y / N	INT				
ANIMAL EMPATHY	Y / N	CHA				
APPRAISE ✓	Y / N	INT				
BALANCE ✓	Y / N	DEX *				
BLUFF ✓	Y / N	CHA				
CLIMB ✓	Y / N	STR *				
CONCENTRATION ✓	Y / N	CON				
CRAFT ✓ (POISONS )	Y / N	INT				
CRAFT ✓ (TRAPMAKING )	Y / N	INT				
CRAFT ✓ ( )	Y / N	INT				
DECIPHER SCRIPT	Y / N	INT				
DIPLOMACY ✓	Y / N	CHA				
DISABLE DEVICE	Y / N	INT				
DISGUISE ✓	Y / N	CHA				
ESCAPE ARTIST ✓	Y / N	DEX *				
FORGERY ✓	Y / N	INT				
GATHER INFORMATION ✓	Y / N	CHA				
HANDLE ANIMAL	Y / N	CHA				
HEAL ✓	Y / N	WIS				
HIDE ✓	Y / N	DEX *				
INNUENDO	Y / N	WIS				
INTIMIDATE ✓	Y / N	CHA				
INTUIT DIRECTION	Y / N	WIS				
JUMP ✓	Y / N	STR *				
KNOWLEDGE ( )	Y / N	INT				
KNOWLEDGE ( )	Y / N	INT				
KNOWLEDGE ( )	Y / N	INT				
KNOWLEDGE ( )	Y / N	INT				
LISTEN ✓	Y / N	WIS				
MOVE SILENTLY	Y / N	DEX *				
OPEN LOCK	Y / N	DEX				
PERFORM ( )	Y / N	CHA				
PICK POCKET	Y / N	DEX *				
PROFESSION ( )	Y / N	WIS				
READ LIPS	Y / N	INT				
RIDE ✓	Y / N	DEX				
SCRY ✓	Y / N	INT				
SEARCH ✓	Y / N	INT				
SENSE MOTIVE ✓	Y / N	WIS				
SPELLCRAFT	Y / N	INT				
SPOT ✓	Y / N	WIS				
SWIM ✓	Y / N	STR *				
TUMBLE	Y / N	DEX *				
USE MAGIC DEVICE	Y / N	CHA				
USE ROPE ✓	Y / N	DEX				
WILDERNESS LORE ✓	Y / N	WIS				
	Y / N					

## SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

## COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							
MELEE (STR)							
RANGED (DEX)							

## WEAPON AND ARMOUR PROFICIENCIES

AC WHEN FLAT FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAX DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE

## WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
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WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

✓ CAN BE USED WITH 0 RANKS, \* ARMOUR CHECK PENALTY APPLIES, ★ -1 PER 5 LBS OF EQUIPMENT



HEAL RATE PER DAY

TURNING/REBUKING  
ATTEMPTS PER DAY

= 10 + CHA MODIFIER + EXTRA TURNING

**SPELLS**

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input style="width: 50px; height: 25px;" type="text"/>	0	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	1ST	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	2ND	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	3RD	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	4TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	5TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	6TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	7TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	8TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	9TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>

**DOMAIN AND ESTATE SPELLS**

DOMAIN	ESTATE	DOMAIN	ESTATE
1:		1:	
2:		2:	
3:	3:	3:	3:
4:		4:	
5:	5:	5:	5:
6:		6:	
7:	7:	7:	7:
8:		8:	
9:	9:	9:	9:

SPELL SAVE DC MOD

**MAGIC ITEMS**

**HENCHMEN / ANIMAL COMPANIONS / MERCENARIES**

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NOTES														
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

ENEMIES, ALLIES, PAST  
AQUAINTANCES

PERSONALITY AND CHARACTER

**TEMPLE**  
TOTAL VALUE:                      LEVEL:                      LOCATION:  
  
AVAILABLE HYMNS:

**CONGREGATION**  
LOCATION:  
NUMBER OF MEMBERS:  
LEVEL:

BACKGROUND & FURTHER NOTES

**GUILD**  
  
TYPE:  
ALIGNMENT:  
REACH:  
LOYALTY:  
ACTIVITY:  
VISIBILITY:  
INCOME:

**ALLIES**

**RESOURCES**