

Character Name				Player Name			Classes	
Khila'eru				Out2Lunch			Cleric	2
Gender	Age	Height	Weight	Race	XP Total/Next Lvl			
Female	168 years	5 ft 8 in	140 lbs	Elf		3,000		
Hair	Eyes	Size	Deity		Alignment			
Black	Grey	Medium	Corellon Larethian		Chaotic Good			
							Level	2

Abilities			Temp Ability	
Ability	Score	Mod	Score	Mod
STR	13	1		0
DEX	12	1		0
CON	15	2		0
INT	12	1		0
WIS	18	4		0
CHA	16	3		0

### Statistics

	TOTAL	Base	Armor	Shield	Dex	Size	Nature	Deflect
AC	15	10	3	1	1	0		

Speed	Base	Walk	Run	Touch AC	Flat-Foot AC
	30 ft	20 ft	80 ft	11	14

Hit Dice				
8	4			
CON Bonus	4	TOTAL	16	

	TOTAL	Base	Ability	Magic	Misc	Temp
Fort (CON)	5	3	2			
Reflex (DEX)	1	0	1			
Will (WIS)	7	3	4			

	TOTAL	Attack	Ability	Size	Misc
Grapple (STR)	2	1	1	0	

Wounds/Current HP	Non-Lethal
	8

Spell Resist

Base Attack Bonus		
Base	Misc	Penalty
1		

Initiative	TOTAL	Ability	Misc
	1	1	

Dmg Reduct

	Main	Second	Third	Fourth	Fifth
Melee	2	0	0	0	
Missile	2	0	0	0	

Weapons								
Name	Attack Roll	Damage Roll	Crit	Range	Weapon Type	Weight	Damage Type	Property/Size
Crossbow, Light	1d20+2	1d8	19/X2	80 ft	Simple	4.0	Piercing	Ranged, M
Longsword	1d20+2	1d8+1	19/X2		Martial	4.0	Slashing	1-Hand, M
Mace, Light	1d20+2	1d6+1	X2		Simple	4.0	Bludgeoning	Light, M
Unarmed	1d20+2	1d3+1	X2		Simple	0.0	Non-Lethal	

Armor								
Name	AC Bonus	Max Dex	Penal	Speed	Type	Weight	Spell Failure	Properties
Studded Leather	3	5	-1	30 ft	Light	20.0	N/A	

Shield							
Name	AC Bonus	Max Dex	Penal	Weight	Spell Failure	Properties	
Light Wooden	1		-1	5.0	N/A		

Skills	Max Ranks Class/CC:				5.0	2.5	Spell Chart						
	Skill Name	TOTAL	Ability	Rank	Mod	Misc	ACP?	Spellcaster Class:				Cleric	
								DC	Level	Per Day	Bonus	Total	Used
Appraise (UT)	1.0	INT		1				14	0	4		4	
Balance (UT)	-2.0	DEX		1		Yes		15	1	2	1	3	
Bluff (UT)	3.0	CHA		3				16	2			0	
Climb (UT)	-2.0	STR		1		Yes		17	3			0	
Concentration (UT)	5.0	CON	3.0	2				18	4			0	
Craft () (UT)	1.0	INT		1				19	5			0	
Craft () (UT)	1.0	INT		1				20	6			0	
Craft () (UT)	1.0	INT		1				21	7			0	
Craft () (UT)	1.0	INT		1				22	8			0	
Decipher Script	1.0	INT		1				23	9			0	
Diplomacy (UT)	4.0	CHA	1.0	3				<b>Spell List</b>					
Disable Device	1.0	INT		1									
Disguise (UT)	3.0	CHA		3				Light			Command		
Escape Artist (UT)	-2.0	DEX		1		Yes		Detect Magic x 2			Magic Stone		
Forgery (UT)	1.0	INT		1				Read Magic			Summon Monster I		
Gather Info (UT)	3.0	CHA		3							Domain: Protect Evil		
Handle Animal	3.0	CHA		3									
Heal (UT)	7.0	WIS	3.0	4				Can swap with:					
Hide (UT)	-2.0	DEX		1		Yes		Cure Minor Wounds			Can swap with:		
Intimidate (UT)	3.0	CHA		3							Cure Light Wounds		
Jump (UT)	-2.0	STR		1		Yes							
Know (Arcana)	3.0	INT	2.0	1									
Know (Arc. & Eng.)	1.0	INT		1									
Know (Dungeon)	1.0	INT		1				<b>Level 2</b>			<b>Level 3</b>		
Knowledge (Geo.)	1.0	INT		1									
Know (History)	1.0	INT		1									
Knowledge (Local)	1.0	INT		1									
Know (Nature)	1.0	INT		1									
Know (Nob. & Roy.)	1.0	INT		1									
Know (Religion)	4.0	INT	3.0	1									
Know (Planes)	1.0	INT		1				<b>Level 4</b>			<b>Level 5</b>		
Listen (UT)	6.0	WIS		4	2.0								
Move Silently (UT)	-2.0	DEX		1		Yes							
Open Lock	1.0	DEX		1									
Perf. () (UT)	3.0	CHA		3									
Perf. () (UT)	3.0	CHA		3									
Perf. () (UT)	3.0	CHA		3									
Prof. ()	4.0	WIS		4				<b>Level 6</b>			<b>Level 7</b>		
Prof. ()	4.0	WIS		4									
Prof. ()	4.0	WIS		4									
Ride (UT)	1.0	DEX		1									
Search (UT)	3.0	INT		1	2.0								
Sense Motive (UT)	4.0	WIS		4									
Sleight of Hand	-2.0	DEX		1		Yes							
Spellcraft	4.0	INT	3.0	1				<b>Level 8</b>			<b>Level 9</b>		
Spot (UT)	6.0	WIS		4	2.0								
Survival (UT)	4.0	WIS		4									
Swim (UT)	-5.0	STR		1		Double							
Tumble	-2.0	DEX		1		Yes							
Use Magic Device	3.0	CHA		3									
Use Rope (UT)	1.0	DEX		1									





## Notes

Notes from the Gamemaster:

Changes made:

Spells:

Added Bonus Spell per day you get due to your Wisdom Score in the Bonus column of the Spell Chart.

Noted in the Spell List that you can add one more Level 1 spell as your starting "Prepared Spells" set.

Reformatted Spell List a little.

Class Features:

Created formula to calculate your opportunities to turn undead per day ->  $3 + \text{CHA Mod}$  (Good clerics turn undead.)

Added deity's favored weapon. (Note: This doesn't mean you \*have\* to use that weapon, however.)

Added spontaneous casting information for Good clerics.

Added domain benefits. (I assumed you picked Good and Chaos, like you mentioned Saturday.)

Feats: Reformatted a bit.

Racial Traits: Added.

Funds: Removed 75 GP (Was from old idea for equipment; new idea will be handled during RP.)

Skills: Added racial bonus +2 for Listen, Search, and Spot into the Misc columns for those skills.

Explanations (Just in case you need them):

Spells:

You know all Cleric spells for each level.

You have a certain number of "slots" available per level per day, which you fill with any spells from that level while preparing spells each day. You can pick a different set of spells each day, if you so choose.

Once you have used a spell (or traded it for a cure spell) its slot is empty and cannot be filled again until you get to prepare spells again. You can indicate this on the sheet by deleting it, or putting parenthesis around it, or etc.

You can prepare more than one copy of a spell to fill your slots. For example, if you are allowed to cast 3 Level 0 spells per day, you could choose to prepare 3 copies of a spell, 2 copies of a spell and 1 different spell, or 3 different spells. You cannot cast a spell more than once per day unless you have prepared multiple copies of it. The exception is trading a spell for a cure spell.

Racial Traits:

Immunity to magic sleep effects: Elves technically don't sleep.

+2 saving throw bonus against enchantment spells and effects: If an enchantment spell or effect is ever cast on you you get to add +2 to your appropriate Saving Throw (Fort, Reflex, Will) to resist it.

Low-light vision: You can see twice as far as "standard" in poor light.

"Secret door" senses: If you pass within 5 feet of a secret/concealed door you get to make a Search check as if you were actively looking for it.

Favored class: Wizard: Applies to XP penalties when multi-classing.

