Loskid	Logan
CHARACTER NAME	PLAYER
Cleric 1	Elf / Lawful Neutral / St Cuthbert
CLASS AND LEVEL	RACE / ALIGNMENT / DEITY

Medium	110.0	Male	4'11"	85lb	Green	Blonde	Dark
SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN

DUNGEONS & DRAGONS®

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	10	0		
DEX DEXTERITY	15	2		
CON CONSTITUTION	10	0		
INT INTELLIGENCE	14	2		
WIS WISDOM	15	2		
CHA CHARISMA	12	1		

	TOTAL	BASE HP (BEFORE CON	TEMPORARY HP	WOUNDS	NONLETHAL DAMAGE
HP HIT POINTS	8	8			

SPEED: 20 feet

AC (ARMOR CLASS) 18 = 10 + 4 (ARMOR BONUS) + 2 (SHIELD BONUS) + 2 (DEX MODIFIER) + 0 (SIZE MODIFIER) + 0 (NATURAL ARMOR) + 0 (DEFLECTION MODIFIER) + (MISC MODIFIER)

TOTAL

DAMAGE REDUCTION

TOUCH ARMOR CLASS 12 — **FLAT-FOOTED** ARMOR CLASS 16

INITIATIVE MODIFIER 6 = 2 (DEX MODIFIER) + 4 (MISC MODIFIER)

TOTAL

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	2	2	0			
REFLEX (DEXTERITY)	2	0	2			
WILL (WISDOM)	4	2	2			

CONDITIONAL MODIFIERS

BASE ATTACK BONUS 0

SPELL RESISTANCE

GRAPPLE MODIFIER 0 = 0 (BASE ATTACK BONUS) + 0 (STRENGTH MODIFIER) + 0 (SIZE MODIFIER) + (MISC MODIFIER)

TOTAL

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus	0	0	0	0	0
RANGED attack bonus	2	0	2	0	0

TOTAL — BASE ATTACK BONUS — DEX MODIFIER — SIZE MODIFIER — MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Heavy Mace	+0	1d8	20/x2

RANGE	TYPE	NOTES
-	Bashing	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) 4 / 2

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	Appraise ■	INT	2	2		
☐	Balance ■	★DEX	2	2		
☐	Bluff ■	CHA	1	1		
☐	Climb ■	★STR	0	0		
▣	Concentration ■	CON	0	0		
▣	Craft ■ (_____)	INT	2	2		
▣	Craft ■ (_____)	INT	2	2		
▣	Craft ■ (_____)	INT	2	2		
☐	Decipher Script	INT	2	2		
▣	Diplomacy ■	CHA	5	1	4	
☐	Disable Device	INT	2	2		
☐	Disguise ■	CHA	1	1		
☐	Escape Artist ■	★DEX	2	2		
☐	Forgery ■	INT	2	2		
☐	Gather Information ■	CHA	1	1		
☐	Handle Animal	CHA	1	1		
▣	Heal ■	WIS	2	2		
☐	Hide ■	★DEX	2	2		
☐	Intimidate ■	CHA	1	1		
☐	Jump ■	★STR	0	0		
▣	Knowledge (Arcana)	INT	2	2		
▣	Knowledge (History)	INT	2	2		
▣	Knowledge (Religion)	INT	2	2		
▣	Knowledge (The Planes)	INT	6	2	4	
☐	Knowledge (_____)	INT	2	2		
☐	Listen ■	WIS	2	2		
☐	Move Silently ■	★DEX	2	2		
☐	Open Lock	DEX	2	2		
☐	Perform (_____)	CHA	1	1		
☐	Perform (_____)	CHA	1	1		
☐	Perform (_____)	CHA	1	1		
▣	Profession (Carpentry)	WIS	6	2	4	
▣	Profession (_____)	WIS	2	2		
☐	Ride ■	DEX	2	2		
☐	Search ■	INT	2	2		
☐	Sense Motive ■	WIS	2	2		
☐	Sleight of Hand	★DEX	2	2		
▣	Spellcraft	INT	6	2	4	
☐	Spot ■	WIS	2	2		
☐	Survival ■	WIS	2	2		
☐	Swim ■	★STR	0	0		
☐	Tumble	★DEX	2	2		
☐	Use Magic Device	CHA	1	1		
☐	Use Rope ■	DEX	2	2		
☐	_____	☐	0	9		
☐	_____	☐	0	9		
☐	_____	☐	0	9		

■ *Denotes a skill that can be used untrained.*
☐ *Mark this box with an ■ if the skill is a class skill for the character.*
★*Armor check penalty (-6) applies. (Double penalty for Swim.)*

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CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Scale Mail	Medium	4	3

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-4	25%	20	30.00	

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Heavy Steel Shield	2	15	-2

SPELL FAILURE	SPECIAL PROPERTIES
0%	

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Potion of Cure Moderate Wounds					
			TOTAL WEIGHT CARRIED		45

33	66	100	100	200	500
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2 × MAX LOAD)	PUSH OR DRAG (5 × MAX LOAD)

MONEY

CP —

SP —

GP — 43

PP —

FEATS

PG.

Improved Initiative

SPECIAL ABILITIES

PG.

Proficient with all armor

Proficient with shields (except tower)

Proficient with simple weapons

1/day Feat of Strength (domain power)

1/day Protective Ward (domain power)

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

Common, Elvish, 2 Others

SPELLS

PRIMARY SPELLCASTING STATISTIC	DOMAINS/SPECIALTY SCHOOL
WIS	Strength & Protection

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

25 %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	12	0	3	0
	13	1ST	4	1
	14	2ND		1
	15	3RD		0
	16	4TH		0
	17	5TH		0
	18	6TH		0
	19	7TH		0
	20	8TH		0
	21	9TH		0

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