

# Cleric

Dungeon Crawl Classics

Character's Name \_\_\_\_\_ Player's Name \_\_\_\_\_

Title \_\_\_\_\_ Alignment \_\_\_\_\_ Speed \_\_\_\_\_

Occupation \_\_\_\_\_ XP \_\_\_\_\_ Level \_\_\_\_\_

**Armor Class**

**Hit Points**  
108 HP PER LEVEL

**Critical Hits**  
AND THEIR EFFECTS

**Combat**

Initiative \_\_\_\_\_  
Action Dice \_\_\_\_\_  
Attack \_\_\_\_\_  
Crit Range \_\_\_\_\_  
Crit Die \_\_\_\_\_  
Crit Table \_\_\_\_\_

<b>Strength</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Melee Attack &amp; Damage</b>
Modifier ____/____		TEMP.			<input type="text"/>
<b>Agility</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Missile Attack &amp; Damage</b>
Modifier ____/____		TEMP.			<input type="text"/>
<b>Stamina</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Portrait or Symbol</b>
Modifier ____/____		TEMP.			<input type="text"/>
<b>Personality</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Modifier ____/____		TEMP.			
<b>Intelligence</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Languages</b>
Modifier ____/____		TEMP.			<input type="text"/>
<b>Luck</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Lucky Roll</b>
Modifier ____/____		TEMP.			<input type="text"/>

Weapons				
Weapon	Damage	Range	Hand	Notes
Unarmed Attack	1d3 + STR	NA	L/R	Unarmed attacks inflict subdual damage.

Armor				
Armor	AC Bonus	Check Penalty	Speed	Fumble Die

Equipment	Treasure
	Copper _____ Silver _____ Gold _____ Electrum _____ Platinum _____ Gems/Other _____

**Cleric Spells & Abilities**

<p><b>Magic</b></p> <p>d20 Spell Check + Caster Level + Personality Modifier = _____ TOTAL</p> <p><b>Turn Unholy</b></p> <p>d20 Spell Check + Caster Lvl. + Per. Mod. + Luck Mod. = _____ TOTAL</p> <p><b>Divine Aid</b></p> <p>d20 Spell Check + Caster Level + Personality Modifier = _____ TOTAL</p> <p>Divine Aid imparts a cumulative +10 penalty to your future Disapproval Range.</p> <p><b>Lay On Hands</b> ENTER CHARACTER NAME UNDER APPROPRIATE ALIGNMENT STEP</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th>12-13</th> <th>14-19</th> <th>20-21</th> <th>22+</th> </tr> </thead> <tbody> <tr> <td>SAME</td> <td>2 DICE</td> <td>3 DICE</td> <td>4 DICE</td> <td>5 DICE</td> </tr> <tr> <td>ADJACENT</td> <td>1 DIE</td> <td>2 DICE</td> <td>3 DICE</td> <td>4 DICE</td> </tr> <tr> <td>OPPOSED</td> <td>1 DIE</td> <td>1 DIE</td> <td>2 DICE</td> <td>3 DICE</td> </tr> </tbody> </table> <p>d20 Spell Check + Caster Level + Personality Modifier = _____ AMOUNT OF HIT DICE HEALED</p>		12-13	14-19	20-21	22+	SAME	2 DICE	3 DICE	4 DICE	5 DICE	ADJACENT	1 DIE	2 DICE	3 DICE	4 DICE	OPPOSED	1 DIE	1 DIE	2 DICE	3 DICE	<p><b>Deity</b></p> <p>Deity's Name _____</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>DEITY'S STRICTURES (WEAPONS &amp; UNHOLY CREATURES)</p>	<p><b>Disapproval</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td> </tr> </table> <p>Disapproval Range</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>TYPICAL SACRIFICES TO REGAIN DEITY'S FAVOR</p>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Spells							
Spell Name	Level	Check	Page	Spell Name	Level	Check	Page