

NAME:
 PLAYER:
 OCCUPATION:

CLASS: CLERIC
 ALIGNMENT:
 XP:

LEVEL:

	MOD	TEMP MOD
STR		
AGI		
STA		
PER		
INT		
LUC		

LUCKY ROLL:
 FAVORED WEAPONS:



COMBAT

SPEED:
 ACTION DICE:
 INIT:

CRIT DIE:
 CRIT TABLE: III
 ATTACK BONUS:

HD: d8
 HP:

SAVES

REFLEX:
 FORTITUDE:
 WILL:

SPECIAL ABILITIES:

Turn Unholy (as DCC p.30)
 Divine Aid (as DCC p. 30)
 Lay on Hands (as DCC p. 30)

EQUIPMENT:

TREASURE &
 WEALTH:

DEITY

UNHOLY CREATURES: TENETS:

WEAPONS OF CHOICE:

SPELLS SPELL CHECK:

ARMOR			
AC:			
CHECK PENALTY:			
ARMOR DIE:			
FUMBLE DIE:			
PIECES	[i]	f	a
BASE AC:			
MAX FUMBLE DIE: none			
SPECIAL:			

AC is usually 10 + Ref save + shields.
 [Impervious] armor does not degrade.
 f: Feeble pieces degrade on a 1-2.
 a: Ablatives can be discarded to nullify a 1 on an armor die. Every two ablatives increase Fumble die +1d.

LAY ON HANDS	12	14	20	22+
GAME ALIGNMENT	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

DISAPPROVAL
 RANGE:

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20