

CHARACTER NAME

Cleric 1

LEVEL & CLASS

Clan Crafter

BACKGROUND

PLAYER NAME

Dwarf

RACE

ALIGNMENT

OTHER

+0 BASE ATTACK BONUS

+2 CMB

SAVING THROWS

+4 FORTITUDE SAVE

-1 REFLEX SAVE

+4 WILL SAVE

SKILLS

- 7 Acrobatics
- +0 Appraise
- +1 Bluff
- 4 Climb
- +1 Diplomacy
- +1 Disguise
- 7 Escape Artist
- +6 Heal
- +1 Intimidate
- +4 Knowledge (religion)
- +2 Perception
- 7 Ride
- +5 Sense Motive
- 7 Stealth
- +2 Survival
- 4 Swim

STRENGTH

+2

15

DEXTERITY

-1

8

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+2

15

CHARISMA

+1

12

+2 PERCEPTION

OTHER PROFICIENCIES & LANGUAGES

16

ARMOR CLASS

-1

INITIATIVE

30 ft.

SPEED

11

CMD

11

MAXIMUM HP

TEMPORARY HP

CURRENT HP

1d8

HIT DIE

RESISTANCES

NAME

ATTACK BONUS

DAMAGE/TYPE

Battleaxe

+2

1d8+2 slashing

Light Crossbow

-3

1d8 piercing

Mace

+2

1d6+2 Bludgeoning

EQUIPMENT

- Chain Mail Armor
- Shield
- Crossbow Bolts, 20
- Backpack
- Blanket
- Candle, 10
- Tinderbox
- Rations, 1 day
- Waterskin

Smith's Tools

Traveler's Clothes

Alms Box

Block of Incense, 2

Censer

Vestments

Amulet

A Crystal Knob From a Door

Item

ATTUNEMENT SLOTS

FEATURES, TRAITS & FEATS

Acid Dart 1d6 acid (5/day) (Sp)

Artificer's Touch 1d6 (5/day) (Sp)

Mending (At will)

Aura (Ex)

Cleric Channel Positive Energy 1d6 (4/day, DC 11) (Su)

Cleric Domain (Artifice)

Cleric Domain (Earth)Darkvision (60 feet)

Defensive Training +4

Greed

Hardy +2

Hatred +1

Slow and SteadyS

Spontaneous Casting

PATHFINDER

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Stability +4

Stonecunning +2

FEATS

Armor Proficiency (Light)

Armor Proficiency (Medium)

Shield Proficiency

Simple Weapon Proficiency - All

Skill Focus (Sense Motive)

ADDITIONAL FEATURES, TRAITS & FEATS

TREASURE

Stabilize

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

 $2+1$

SPELL NAME

- ☐ Cure Wounds
- ☐ Magic Stone
- ☐ Magic Weapon

2

4

7

8

9

5