

# DUNGEONS & DRAGONS

## CHARACTER RECORD SHEET

### 7th Level Cleric

#### CHARACTER NAME

#### LEVEL & CLASS

#### ABILITIES

Strength 12  
Constitution 10  
Dexterity 7  
Intelligence 9  
Wisdom 14  
Charisma 11

#### ATTACKING TO HIT

Armor Class 2 (Plate Armor & Shield) 15 or more  
Armor Class 3 (Plate Armor) 14 or more  
Armor Class 4 (Chain Mail & Shield) 13 or more  
Armor Class 5 (Chain Mail) 12 or more  
Armor Class 6 (Leather & Shield) 11 or more  
Armor Class 7 (Leather Armor) 10 or more  
Armor Class 8 (Shield Only) 9 or more  
Armor Class 9 (No Armor or Shield) 8 or more

#### Roll d20...

#### LANGUAGES

Common  
Law

#### SAVING THROWS

Death Ray or Poison 11 or more  
Wands, Polymorph or Paralyzation 12 or more  
Turn To Stone 11 or more  
Dragon Breath 14 or more  
Staves & Spells 12 or more

#### Roll d20...

#### ALIGNMENT

Law

#### EXPERIENCE

75,000

#### CLERICS VERSUS UNDEAD

Skeletons, Zombies, Ghouls, Wights 2d6 dispelled  
Wraiths, Mummies 2d6 turned  
Spectres (if roll 7 or more on 2d6) 2d6 turned  
Vampires (if roll 9 or more on 2d6) 2d6 turned

#### HIT POINTS

21 hit points

#### SPELLS

First-Level Cleric Spells 2 per day  
Second-Level Cleric Spells 2 per day  
Third-Level Cleric Spells 2 per day  
Fourth-Level Cleric Spells 1 per day  
Fifth-Level Cleric Spells 1 per day

(Note: No spell may be re-used in the same day.)

#### EQUIPMENT & TREASURE

#### Weight

Continue list on other side as needed.  
Clerics may not use bladed weapons in combat.

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## CLERIC SPELLS

A cleric may use any available listed spell when needed, but no spell may be re-used in the same day. During a melee round, a spell is cast in place of the cleric making an attack.

#### 1st Level Cleric Spells (At 7th level, use any 2 per day.)

\_\_\_ Cure Light Wounds: Heal 1d6+1 hit points.  
\_\_\_ Purify Food & Water: Make spoiled or poisoned sources usable.  
\_\_\_ Detect Magic: Sense spells on a person, place or thing.  
\_\_\_ Detect Evil: Sense harmful intent in people or objects.  
\_\_\_ Protection From Evil: Individual defense against monsters.  
\_\_\_ Light: Illuminates a 60-foot diameter area.

#### 2nd Level Cleric Spells (At 7th level, use any 2 per day.)

\_\_\_ Find Traps: Locate any mechanical or magical traps within 30 feet.  
\_\_\_ Hold Person: Prevent one enemy from moving.  
\_\_\_ Bless: Grant a person +1 to morale and "to hit" rolls.  
\_\_\_ Speak With Animals: Converse with critters for an hour.

#### 3rd Level Cleric Spells (At 7th level, use any 2 per day.)

\_\_\_ Remove Curse: End a harmful effect on a person or magic on an object.  
\_\_\_ Cure Disease: End an illness either caused naturally or by a curse.  
\_\_\_ Locate Object: Sense direction to a thing within about 100 feet.  
\_\_\_ Continual Light: Illuminate a 240-foot diameter area.

#### 4th Level Cleric Spells (At 7th level, use any 1 per day.)

\_\_\_ Neutralize Poison: Counters any toxin in a living creature.  
\_\_\_ Cure Serious Wounds: Heal 2d6+2 hit points.  
\_\_\_ Protection From Evil, 10-Foot Radius: Area defense against monsters  
\_\_\_ Turn Sticks To Snakes: Create 2d6+4 obedient snakes; 50% chance poisonous.  
\_\_\_ Speak With Plants: Converse with vegetation for an hour.  
\_\_\_ Create Water: Make drinkable daily supply for 12 people and horses.

#### 5th Level Cleric Spells (At 7th level, use any 1 per day.)

\_\_\_ Dispel Evil: End an unholy effect on a person, place or thing.  
\_\_\_ Raise Dead: Restore life to a body dead four days or less.  
\_\_\_ Commune: Ask three questions and get answers from the divine.  
\_\_\_ Quest: Compel another to perform some task or suffer a curse.  
\_\_\_ Insect Plague: Obscure vision and harass weaker creatures with bugs.  
\_\_\_ Create Food: Make edible daily supply for 12 people and horses.