

Dungeon Crawl Classics Cleric Character Sheet

Name	Gender	Alignment	Occupation
Class	Lv	Title	Speed
Experience Points			

Drawing or Sigil

Armour
Class

Hit Points

Max:

	To hit	Damge
Melee		
Missile		

Saving Throws	
Ref	
Fort	
Will	

Birth Sign/Lucky Roll

Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Combat Basics	
Initiative	
Attack Bonus	
Action Dice	
Spell Check	
Crit Die/Table	

Equipment

Languages

Weapons	Damage

Lay on Hands			
Spell Check	Law	Neutral	Chaos
1-11			
12-13			
14-19			
20-21			
22+			

Notes

Deity:

Weapons Allowed:

Unholy Creatures:

Armour

AC Bonus: Check Pen: Speed Pen: Fumble:

Spells

Treasure