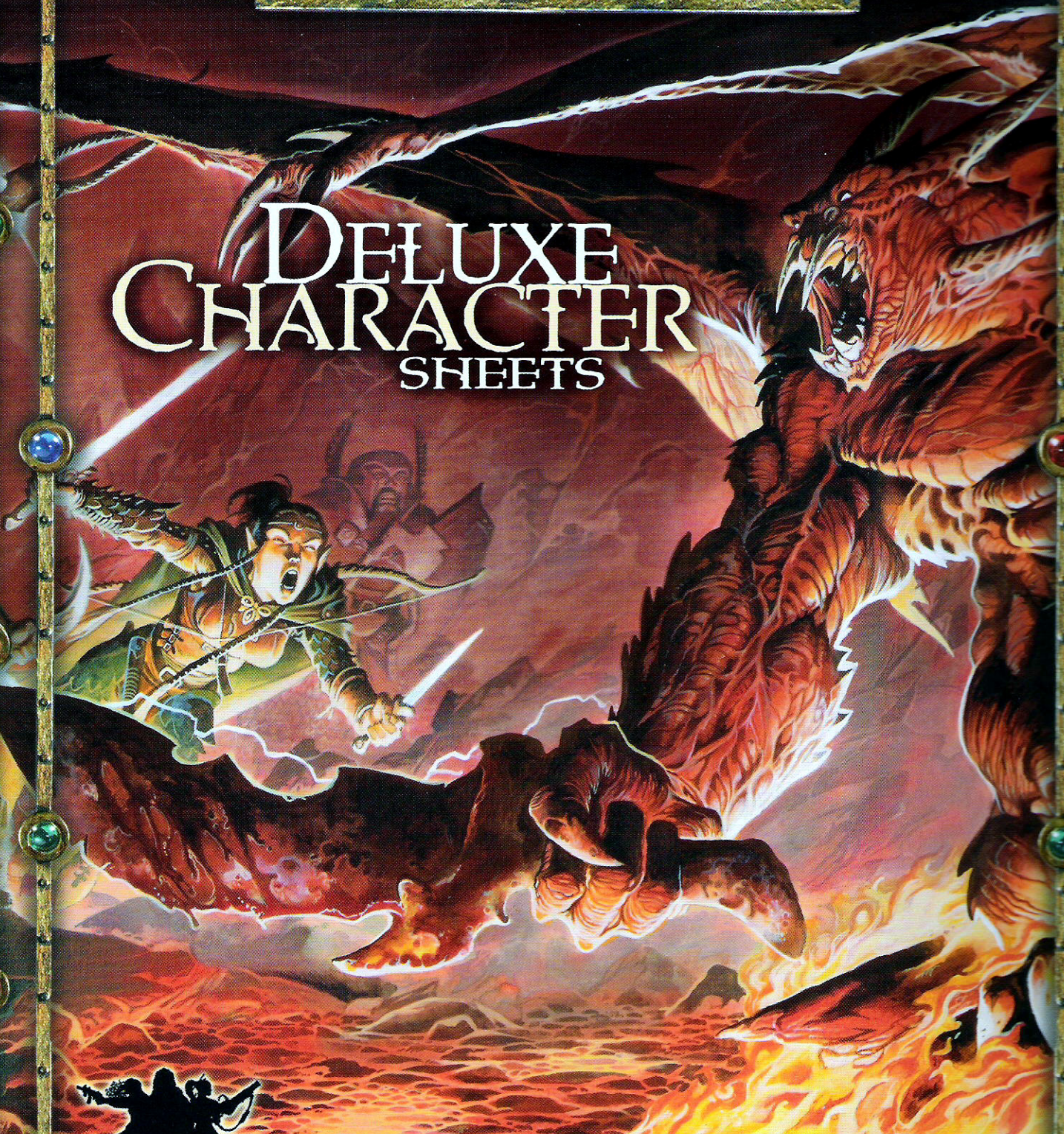


DELUXE CHARACTER SHEETS



BONUS d20 MODERN® CHARACTER SHEETS INCLUDED

DUNGEONS & DRAGONS®



W&P.03

PH Table 3-1: Base Save and Base Attack Bonuses

CLASS LEVEL	BASE SAVE BONUS (GOOD)	BASE SAVE BONUS (POOR)	BASE ATTACK BONUS (GOOD)	BASE ATTACK BONUS (AVERAGE)	BASE ATTACK BONUS (POOR)	CLASS LEVEL	BASE SAVE BONUS (GOOD)	BASE SAVE BONUS (POOR)	BASE ATTACK BONUS (GOOD)	BASE ATTACK BONUS (AVERAGE)	BASE ATTACK BONUS (POOR)
1st	+2	+0	+1	+0	+0	11th	+7	+3	+11/+6/+1	+8/+3	+5
2nd	+3	+0	+2	+1	+1	12th	+8	+4	+12/+7/+2	+8/+3	+6/+1
3rd	+3	+1	+3	+2	+1	13th	+8	+4	+13/+8/+3	+8/+3	+6/+1
4th	+4	+1	+4	+3	+2	14th	+9	+4	+14/+9/+4	+10/+5	+7/+2
5th	+4	+1	+5	+3	+2	15th	+9	+5	+15/+10/+5	+11/+6/+1	+7/+2
6th	+5	+2	+6/+1	+4	+3	16th	+10	+5	+16/+11/+6/+1	+12/+7/+2	+8/+3
7th	+5	+2	+7/+2	+5	+3	17th	+10	+5	+17/+12/+7/+2	+12/+7/+2	+8/+3
8th	+6	+2	+8/+3	+6/+1	+4	18th	+11	+6	+18/+13/+8/+3	+13/+8/+3	+9/+4
9th	+6	+3	+9/+4	+6/+1	+4	19th	+11	+6	+19/+14/+9/+4	+14/+9/+4	+9/+4
10th	+7	+3	+10/+5	+7/+2	+5	20th	+12	+6	+20/+15/+10/+5	+15/+10/+5	+10/+5

PH Table 3-2: Experience and Level-Dependent Benefits

CHARACTER LEVEL	XP	CLASS SKILL MAX RANKS	CROSS-CLASS SKILL MAX RANKS	FEATS	ABILITY SCORE INCREASES	CHARACTER LEVEL	XP	CLASS SKILL MAX RANKS	CROSS-CLASS SKILL MAX RANKS	FEATS	ABILITY SCORE INCREASES
1st	0	4	2	1st		11th	55,000	14	7		
2nd	1,000	5	2-1/2			12th	66,000	15	7-1/2	5th	3rd
3rd	3,000	6	3	2nd		13th	78,000	16	8		
4th	6,000	7	3-1/2		1st	14th	91,000	17	8-1/2		
5th	10,000	8	4			15th	105,000	18	9	6th	
6th	15,000	9	4-1/2	3rd		16th	120,000	19	9-1/2		4th
7th	21,000	10	5			17th	136,000	20	10		
8th	28,000	11	5-1/2		2nd	18th	153,000	21	10-1/2	7th	
9th	36,000	12	6	4th		19th	171,000	22	11		
10th	45,000	13	6-1/2			20th	190,000	23	11-1/2		5th

CHARACTER NAME _____

PLAYER _____ CLASS AND LEVEL _____ RACE _____

ALIGNMENT _____ DEITY _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS	-10	+	+	+	+	+	+

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		+

CONDITIONAL AC MODIFIERS

SKILLS MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT		=	+	+
<input type="checkbox"/>	BALANCE ■	DEX*		=	+	+
<input type="checkbox"/>	BLUFF ■	CHA		=	+	+
<input checked="" type="checkbox"/>	CLIMB ■	STR*		=	+	+
<input type="checkbox"/>	CONCENTRATION ■	CON		=	+	+
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT		=	+	+
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT		=	+	+
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT		=	+	+
<input type="checkbox"/>	DECIPHER SCRIPT	INT		=	+	+
<input type="checkbox"/>	DIPLOMACY ■	CHA		=	+	+
<input type="checkbox"/>	DISABLE DEVICE	INT		=	+	+
<input type="checkbox"/>	DISGUISE ■	CHA		=	+	+
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*		=	+	+
<input type="checkbox"/>	FORGERY ■	INT		=	+	+
<input type="checkbox"/>	GATHER INFORMATION ■	CHA		=	+	+
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA		=	+	+
<input type="checkbox"/>	HEAL ■	WIS		=	+	+
<input type="checkbox"/>	HIDE ■	DEX*		=	+	+
<input checked="" type="checkbox"/>	INTIMIDATE ■	CHA		=	+	+
<input checked="" type="checkbox"/>	JUMP ■	STR*		=	+	+
<input type="checkbox"/>	KNOWLEDGE ()	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE ()	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE ()	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE ()	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE ()	INT		=	+	+
<input checked="" type="checkbox"/>	LISTEN ■	WIS		=	+	+
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*		=	+	+
<input type="checkbox"/>	OPEN LOCK	DEX		=	+	+
<input type="checkbox"/>	PERFORM ■ ()	CHA		=	+	+
<input type="checkbox"/>	PERFORM ■ ()	CHA		=	+	+
<input type="checkbox"/>	PERFORM ■ ()	CHA		=	+	+
<input type="checkbox"/>	PROFESSION ()	WIS		=	+	+
<input type="checkbox"/>	PROFESSION ()	WIS		=	+	+
<input checked="" type="checkbox"/>	RIDE ■	DEX		=	+	+
<input type="checkbox"/>	SEARCH ■	INT		=	+	+
<input type="checkbox"/>	SENSE MOTIVE ■	WIS		=	+	+
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*		=	+	+
<input type="checkbox"/>	SPELLCRAFT	INT		=	+	+
<input type="checkbox"/>	SPOT ■	WIS		=	+	+
<input checked="" type="checkbox"/>	SURVIVAL ■	WIS		=	+	+
<input checked="" type="checkbox"/>	SWIM ■	STR*		=	+	+
<input type="checkbox"/>	TUMBLE	DEX*		=	+	+
<input type="checkbox"/>	USE MAGIC DEVICE	CHA		=	+	+
<input type="checkbox"/>	USE ROPE ■	DEX		=	+	+
<input type="checkbox"/>				=	+	+
<input type="checkbox"/>				=	+	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)			+	+	+	+	
REFLEX (DEXTERITY)			+	+	+	+	
WILL (WISDOM)			+	+	+	+	

BASE ATTACK BONUS _____ **SPELL RESISTANCE** _____

GRAPPLE MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED
			+	+	+	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

■ Denotes a skill that can be used untrained.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT

TOTAL WEIGHT CARRIED

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CARRYING CAPACITY WHILE RAGING

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

WEALTH

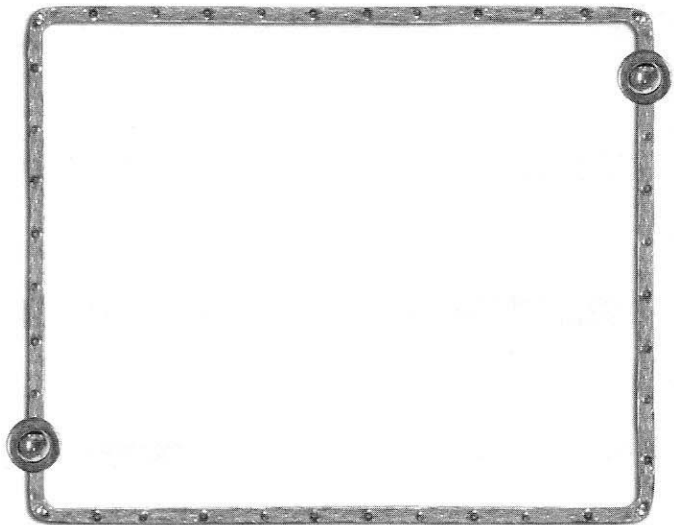
MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

NOTES

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL



ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
-----------------------	------	----------	---------

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
---------------	---------------	-------	--------	--------------------

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
------------------------	----------	--------	---------------

SPELL FAILURE	SPECIAL PROPERTIES
---------------	--------------------

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
-----------------	----------	--------	--------------------

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
-----------------	----------	--------	--------------------

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
-----------------	----------	--------	--------------------

CLASS FEATURES

CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	

RACIAL TRAITS

RAGE						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	RAGES/DAY	DURATION	STR/CON BONUS	WILL SAVE BONUS	AC PENALTY	RAGES USED

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS	-10	+	+	+	+	+	+

TOUCH
ARMOR CLASS _____

FLAT-FOOTED
ARMOR CLASS _____

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP _____	

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		

CONDITIONAL AC MODIFIERS _____

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS _____

SPELL RESISTANCE _____

GRAPPLE	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED
MODIFIER						_____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES

AMMUNITION _____

SKILLS

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)
<input checked="" type="checkbox"/>	APPRAISE	INT					1
<input checked="" type="checkbox"/>	BALANCE	DEX*					1
<input checked="" type="checkbox"/>	BLUFF	CHA					1
<input checked="" type="checkbox"/>	CLIMB	STR*					1
<input checked="" type="checkbox"/>	CONCENTRATION	CON					1
<input checked="" type="checkbox"/>	CRAFT (_____)	INT					1
<input checked="" type="checkbox"/>	CRAFT (_____)	INT					1
<input checked="" type="checkbox"/>	CRAFT (_____)	INT					1
<input checked="" type="checkbox"/>	DECIPHER SCRIPT	INT					1
<input checked="" type="checkbox"/>	DIPLOMACY	CHA					1
<input type="checkbox"/>	DISABLE DEVICE	INT					1
<input checked="" type="checkbox"/>	DISGUISE	CHA					1
<input checked="" type="checkbox"/>	ESCAPE ARTIST	DEX*					1
<input type="checkbox"/>	FORGERY	INT					1
<input checked="" type="checkbox"/>	GATHER INFORMATION	CHA					1
<input type="checkbox"/>	HANDLE ANIMAL	CHA					1
<input type="checkbox"/>	HEAL	WIS					1
<input checked="" type="checkbox"/>	HIDE	DEX*					1
<input type="checkbox"/>	INTIMIDATE	CHA					1
<input checked="" type="checkbox"/>	JUMP	STR*					1
<input checked="" type="checkbox"/>	KNOWLEDGE (_____)	INT					1
<input checked="" type="checkbox"/>	KNOWLEDGE (_____)	INT					1
<input checked="" type="checkbox"/>	KNOWLEDGE (_____)	INT					1
<input checked="" type="checkbox"/>	KNOWLEDGE (_____)	INT					1
<input checked="" type="checkbox"/>	KNOWLEDGE (_____)	INT					1
<input checked="" type="checkbox"/>	KNOWLEDGE (_____)	INT					1
<input checked="" type="checkbox"/>	LISTEN	WIS					1
<input checked="" type="checkbox"/>	MOVE SILENTLY	DEX*					1
<input type="checkbox"/>	OPEN LOCK	DEX					1
<input checked="" type="checkbox"/>	PERFORM (_____)	CHA					1
<input checked="" type="checkbox"/>	PERFORM (_____)	CHA					1
<input checked="" type="checkbox"/>	PERFORM (_____)	CHA					1
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS					1
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS					1
<input type="checkbox"/>	RIDE	DEX					1
<input type="checkbox"/>	SEARCH	INT					1
<input checked="" type="checkbox"/>	SENSE MOTIVE	WIS					1
<input checked="" type="checkbox"/>	SLEIGHT OF HAND	DEX*					1
<input checked="" type="checkbox"/>	SPELLCRAFT	INT					1
<input type="checkbox"/>	SPOT	WIS					1
<input type="checkbox"/>	SURVIVAL	WIS					1
<input checked="" type="checkbox"/>	SWIM	STR*					1
<input checked="" type="checkbox"/>	TUMBLE	DEX*					1
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	CHA					1
<input type="checkbox"/>	USE ROPE	DEX					1
<input type="checkbox"/>	_____	_____					1
<input type="checkbox"/>	_____	_____					1

* Denotes a skill that can be used untrained.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT	ITEM	LOCATION	PAGE REF.	WEIGHT	
TOTAL WEIGHT CARRIED								

WANDS AND STAFFS

WAND OR STAFF	CASTER LEVEL	DC	CHARGES SPENT

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
□	□	□	□	□	□

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

SPELLS			
SPELL SAVE	DC MOD	ARCANE SPELL FAILURE	%
CONDITIONAL MODIFIERS			

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	1st	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2nd	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3rd	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6th	<input type="checkbox"/>	<input type="checkbox"/>

NOTES	

ARMOR/PROTECTIVE ITEMS				
ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX	
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY	
SPELL FAILURE	SPECIAL PROPERTIES			
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES	
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES	

EXPERIENCE

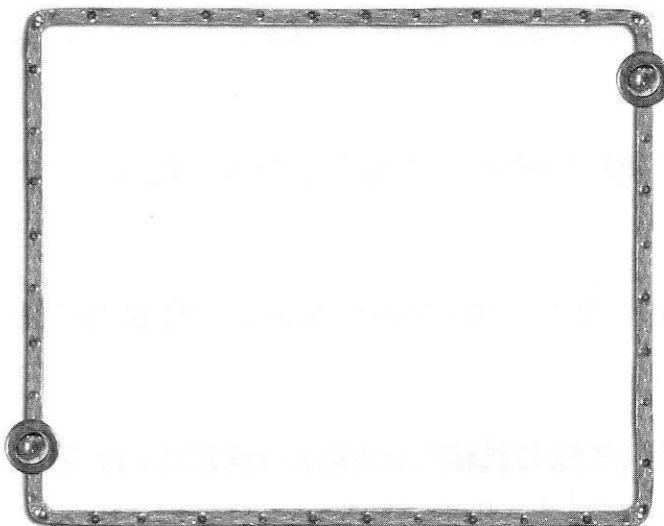
EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

RACIAL TRAITS



CLASS FEATURES

BARDIC KNOWLEDGE CHECK
1d20 + BARD LEVEL + INT MODIFIER

BARDIC SONGS/DAY

SONGS USED

COUNTERSONG: Any creature within 30 feet of you (including you) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw, after the saving throw is rolled. If a creature is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, using your Perform check result for the save. You may keep up the countersong for 10 rounds.

FASCINATE: One or more creatures within 90 feet become fascinated by your song. You can affect one creature plus one additional creature for every three levels beyond 1st (two at 4th level, three at 7th level, and so on). Your Perform check result is the DC for each affected creature's Will save; failure indicates the creature takes no actions other than sitting and listening to your song, for as long as you continue to play and concentrate (up to a maximum of 1 round per bard level). Affected targets take a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any obvious perceived threat breaks the effect.

INSPIRE COURAGE: You use song or poetics to bolster yourself and your allies. To be affected, an ally must be able to hear you sing. The effect lasts for as long as the ally can hear you sing and for 5 rounds thereafter. An affected ally receives a morale bonus on saving throws against charm and fear effects and a similar bonus on attack rolls and weapon damage rolls.

INSPIRE COMPETENCE: You can use your music or poetics to help an ally (but not you) succeed at a task, granting a +2 competence bonus on skill checks with a particular skill (for as long as your ally can hear the music).

SUGGESTION: You can make a *suggestion* (as the spell) to one creature that you have already fascinated without breaking your concentration on the *fascinate* effect and without allowing the creature a second saving throw against the *fascinate* effect. A successful Will save (DC 10 + 1/2 your bard level + your Cha modifier) negates the effect.

INSPIRE GREATNESS: You can use your poetics or music to inspire greatness in yourself or a single ally within 30 feet, plus one additional ally for every three levels beyond 9th. The effect lasts as long as an ally can hear the song and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (Con modifier applies), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves.

SONG OF FREEDOM: You can use music or poetics to create the equivalent of a *break enchantment* spell (caster level equals your bard level), affecting a target other than yourself within 30 feet. Using this ability requires 1 minute of uninterrupted concentration and music.

INSPIRE HEROICS: You can use music or poetics to inspire heroism in yourself or a single willing ally within 30 feet, plus one additional ally for every three levels beyond 15th. The creature affected must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC for as long as the creature hears the bard sing and for up to 5 rounds thereafter.

CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	



0-LEVEL BARD SPELLS (CANTRIPS)

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY □□□□□□□□□□

KNOWN?

- DANCING LIGHTS _____
- DAZE _____
- DETECT MAGIC _____
- FLARE _____
- GHOST SOUND _____
- KNOW DIRECTION _____
- LIGHT _____
- LULLABY _____
- MAGE HAND _____
- MENDING _____
- MESSAGE _____
- OPEN/CLOSE _____
- PRESTIDIGITATION _____
- READ MAGIC _____
- RESISTANCE _____
- SUMMON INSTRUMENT _____
- _____
- _____
- _____

1ST-LEVEL BARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY □□□□□□□□□□

KNOWN?

- ALARM _____
- ANIMATE ROPE _____
- CAUSE FEAR _____
- CHARM PERSON _____
- COMPREHEND LANGUAGES _____
- CONFUSION, LESSER _____
- CURE LIGHT WOUNDS _____
- DETECT SECRET DOORS _____
- DISGUISE SELF _____
- ERASE _____
- EXPEDITIOUS RETREAT _____
- FEATHER FALL _____
- GREASE _____
- HYPNOTISM _____
- IDENTIFY _____
- MAGIC MOUTH _____
- NYSTUL'S MAGIC AURA _____
- OBSCURE OBJECT _____
- REMOVE FEAR _____
- SILENT IMAGE _____
- SLEEP _____
- SUMMON MONSTER I _____
- TASHA'S HIDEOUS LAUGHTER _____
- UNDETECTABLE ALIGNMENT _____
- UNSEEN SERVANT _____
- VENTRILOQUISM _____
- _____
- _____
- _____

2ND-LEVEL BARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY □□□□□□□□□□

KNOWN?

- ALTER SELF _____
- ANIMAL MESSENGER _____
- ANIMAL TRANCE _____
- BLINDNESS/DEAFNESS _____
- BLUR _____
- CALM EMOTIONS _____
- CAT'S GRACE _____
- CURE MODERATE WOUNDS _____
- DARKNESS _____
- DAZE MONSTER _____
- DELAY POISON _____
- DETECT THOUGHTS _____
- EAGLE'S SPLENDOR _____
- ENTHRALL _____
- FOX'S CUNNING _____
- GLITTERDUST _____
- HEROISM _____
- HOLD PERSON _____
- HYPNOTIC PATTERN _____
- INVISIBILITY _____
- LOCATE OBJECT _____
- MINOR IMAGE _____
- MIRROR IMAGE _____
- MISDIRECTION _____
- PYROTECHNICS _____
- RAGE _____
- SCARE _____
- SHATTER _____
- SILENCE _____
- SOUND BURST _____
- SUGGESTION _____
- SUMMON MONSTER II _____
- SUMMON SWARM _____
- TONGUES _____
- WHISPERING WIND _____
- _____
- _____
- _____

3RD-LEVEL BARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY □□□□□□□□□□

KNOWN?

- BLINK _____
- CHARM MONSTER _____
- CLAIRAUDIENCE/CLAIRVOYANCE _____
- CONFUSION _____
- CRUSHING DESPAIR _____
- CURE SERIOUS WOUNDS _____
- DAYLIGHT _____
- DEEP SLUMBER _____
- DISPEL MAGIC _____
- DISPLACEMENT _____
- FEAR _____
- GASEOUS FORM _____
- GEAS, LESSER _____
- GLIBNESS _____
- GOOD HOPE _____
- HASTE _____

- ILLUSORY SCRIPT _____
- INVISIBILITY SPHERE _____
- LEOMUND'S TINY HUT _____
- MAJOR IMAGE _____
- PHANTOM STEED _____
- REMOVE CURSE _____
- SCRYING _____
- SCULPT SOUND _____
- SECRET PAGE _____
- SEE INVISIBILITY _____
- SEPIA SNAKE SIGIL _____
- SLOW _____
- SPEAK WITH ANIMALS _____
- SUMMON MONSTER III _____
- _____
- _____
- _____

4TH-LEVEL BARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

KNOWN?

- BREAK ENCHANTMENT _____
- CURE CRITICAL WOUNDS _____
- DETECT SCRYING _____
- DIMENSION DOOR _____
- DOMINATE PERSON _____
- FREEDOM OF MOVEMENT _____
- HALLUCINATORY TERRAIN _____
- HOLD MONSTER _____
- INVISIBILITY, GREATER _____
- LEGEND LORE _____
- LEOMUND'S SECURE SHELTER _____
- LOCATE CREATURE _____
- MODIFY MEMORY _____
- NEUTRALIZE POISON _____
- RAINBOW PATTERN _____
- REPEL VERMIN _____
- SHADOW CONJURATION _____
- SHOUT _____
- SPEAK WITH PLANTS _____
- SUMMON MONSTER IV _____
- ZONE OF SILENCE _____
- _____
- _____
- _____

5TH-LEVEL BARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

KNOWN?

- CURE LIGHT WOUNDS, MASS _____
- DISPEL MAGIC, GREATER _____
- DREAM _____
- FALSE VISION _____
- HEROISM, GREATER _____
- MIND FOG _____
- MIRAGE ARCANA _____
- MISLEAD _____
- NIGHTMARE _____
- PERSISTENT IMAGE _____
- SEEMING _____
- SHADOW EVOCATION _____
- SHADOW WALK _____
- SONG OF DISCORD _____
- SUGGESTION, MASS _____
- SUMMON MONSTER V _____
- _____
- _____
- _____

6TH-LEVEL BARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

KNOWN?

- ANALYZE DWEOMER _____
- ANIMATE OBJECTS _____
- CAT'S GRACE, MASS _____
- CHARM MONSTER, MASS _____
- CURE MODERATE WOUNDS, MASS _____
- EAGLE'S SPLENDOR, MASS _____
- EYEBITE _____
- FIND THE PATH _____
- FOX'S CUNNING, MASS _____
- GEAS/QUEST _____
- HEROES' FEAST _____
- OTTO'S IRRESISTIBLE DANCE _____
- PERMANENT IMAGE _____
- PROGRAMMED IMAGE _____
- PROJECT IMAGE _____
- SCRYING, GREATER _____
- SHOUT, GREATER _____
- SUMMON MONSTER VI _____
- SYMPATHETIC VIBRATION _____
- VEIL _____
- _____
- _____
- _____





CHARACTER SHEET

CLERIC

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

AC	ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
		-10	+	+	+	+	+	+	+

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

HP	HIT POINTS	TOTAL	NONLETHAL DAMAGE

INITIATIVE	MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER

CONDITIONAL AC MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE	MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED

ATTACK

RANGE TYPE NOTES

AMMUNITION

ATTACK

RANGE TYPE NOTES

AMMUNITION

ATTACK

RANGE TYPE NOTES

AMMUNITION

ATTACK

RANGE TYPE NOTES

AMMUNITION

ATTACK

RANGE TYPE NOTES

AMMUNITION

SKILLS

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT				
<input type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR*				
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON				
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input checked="" type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input type="checkbox"/>	FORGERY ■	INT				
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX*				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input type="checkbox"/>	JUMP ■	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (HISTORY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (RELIGION)	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	LISTEN ■	WIS				
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ■ ()	CHA				
<input type="checkbox"/>	PERFORM ■ ()	CHA				
<input type="checkbox"/>	PERFORM ■ ()	CHA				
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				
<input type="checkbox"/>	RIDE ■	DEX				
<input type="checkbox"/>	SEARCH ■	INT				
<input type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input checked="" type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SURVIVAL ■	WIS				
<input type="checkbox"/>	SWIM ■	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>						
<input type="checkbox"/>						

*Denotes a skill that can be used untrained.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT	ITEM	LOCATION	PAGE REF.	WEIGHT	
TOTAL WEIGHT CARRIED								

WANDS AND STAFFS

WAND OR STAFF	CASTER LEVEL	DC	CHARGES SPENT
			□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
			□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
			□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2 X MAX LOAD</small>	PUSH OR DRAG <small>5 X MAX LOAD</small>

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
 EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

SPELLS			
SPELL SAVE	DC MOD	ARCANE SPELL FAILURE	%
CONDITIONAL MODIFIERS			

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	1st	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2nd	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3rd	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9th	<input type="checkbox"/>	<input type="checkbox"/>

NOTES	

DOMAINS	
DOMAIN	DOMAIN
GRANTED POWER	GRANTED POWER
DOMAIN SPELLS	DOMAIN SPELLS
<input type="checkbox"/> 1 _____	<input type="checkbox"/> 1 _____
<input type="checkbox"/> 2 _____	<input type="checkbox"/> 2 _____
<input type="checkbox"/> 3 _____	<input type="checkbox"/> 3 _____
<input type="checkbox"/> 4 _____	<input type="checkbox"/> 4 _____
<input type="checkbox"/> 5 _____	<input type="checkbox"/> 5 _____
<input type="checkbox"/> 6 _____	<input type="checkbox"/> 6 _____
<input type="checkbox"/> 7 _____	<input type="checkbox"/> 7 _____
<input type="checkbox"/> 8 _____	<input type="checkbox"/> 8 _____
<input type="checkbox"/> 9 _____	<input type="checkbox"/> 9 _____

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

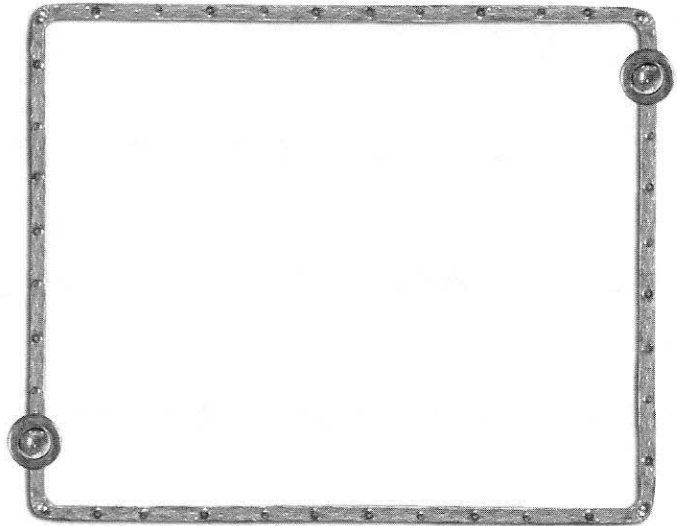
PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

RACIAL TRAITS



CLASS FEATURES

TURN/REBUKE
UNDEAD TIMES/DAY

TURNING CHECK
MODIFIER

URNS
USED

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* IF YOU HAVE 5 OR MORE RANKS IN KNOWLEDGE (RELIGION), YOU GAIN A +2 BONUS ON TURNING CHECKS.

TURNING CHECK	MOST POWERFUL UNDEAD AFFECTED (MAX HD)
UP TO 0	CLERIC'S LEVEL - 4
1-3	CLERIC'S LEVEL - 3
4-6	CLERIC'S LEVEL - 2
7-9	CLERIC'S LEVEL - 1
10-12	CLERIC'S LEVEL
13-15	CLERIC'S LEVEL + 1
16-18	CLERIC'S LEVEL + 2
19-21	CLERIC'S LEVEL + 3
22+	CLERIC'S LEVEL + 4

NUMBER OF HD TURNED =
2d6
+
CLERIC LEVEL
+
CHA MODIFIER

IF CLERIC LEVEL IS DOUBLE THE HD OF THE UNDEAD OR MORE, THE UNDEAD ARE DESTROYED/COMMANDED RATHER THAN TURNED/REBUKED. DISPELLING TURNING WORKS LIKE TURNING, BUT THE EVIL CLERIC MUST EQUAL OR EXCEED THE TURNING CHECK RESULT OF THE GOOD CLERIC WHO TURNED.

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLERIC

DOMAIN SPELLS

AIR DOMAIN

- 1 OBSCURING MIST _____
- 2 WIND WALL _____
- 3 GASEOUS FORM _____
- 4 AIR WALK _____
- 5 CONTROL WINDS _____
- 6 CHAIN LIGHTNING _____
- 7 CONTROL WEATHER _____
- 8 WHIRLWIND _____
- 9 ELEMENTAL SWARM* _____

**Cast as an air spell only.*

ANIMAL DOMAIN

- 1 CALM ANIMALS _____
- 2 HOLD ANIMAL _____
- 3 DOMINATE ANIMAL _____
- 4 SUMMON NATURE'S ALLY IV* _____
- 5 COMMUNE WITH NATURE _____
- 6 ANTLIFE SHELL _____
- 7 ANIMAL SHAPES _____
- 8 SUMMON NATURE'S ALLY VIII* _____
- 9 SHAPECHANGE _____

**Can only summon animals.*

CHAOS DOMAIN

- 1 PROTECTION FROM LAW _____
- 2 SHATTER _____
- 3 MAGIC CIRCLE AGAINST LAW _____
- 4 CHAOS HAMMER _____
- 5 DISPEL LAW _____
- 6 ANIMATE OBJECTS _____
- 7 WORD OF CHAOS _____
- 8 CLOAK OF CHAOS _____
- 9 SUMMON MONSTER IX* _____

**Cast as a chaos spell only.*

DEATH DOMAIN

- 1 CAUSE FEAR _____
- 2 DEATH KNELL _____
- 3 ANIMATE DEAD _____
- 4 DEATH WARD _____
- 5 SLAY LIVING _____
- 6 CREATE UNDEAD _____
- 7 DESTRUCTION _____
- 8 CREATE GREATER UNDEAD _____
- 9 WAIL OF THE BANSHEE _____

DESTRUCTION DOMAIN

- 1 INFLECT LIGHT WOUNDS _____
- 2 SHATTER _____
- 3 CONTAGION _____
- 4 INFLECT CRITICAL WOUNDS _____
- 5 INFLECT LIGHT WOUNDS, MASS _____
- 6 HARM _____
- 7 DISINTEGRATE _____
- 8 EARTHQUAKE _____
- 9 IMPLOSION _____

EARTH DOMAIN

- 1 MAGIC STONE _____
- 2 SOFTEN EARTH AND STONE _____
- 3 STONE SHAPE _____
- 4 SPIKE STONES _____
- 5 WALL OF STONE _____
- 6 STONESKIN _____
- 7 EARTHQUAKE _____
- 8 IRON BODY _____
- 9 ELEMENTAL SWARM* _____

**Cast as an earth spell only.*

EVIL DOMAIN

- 1 PROTECTION FROM GOOD _____
- 2 DESECRATE _____
- 3 MAGIC CIRCLE AGAINST GOOD _____
- 4 UNHOLY BLIGHT _____
- 5 DISPEL GOOD _____
- 6 CREATE UNDEAD _____
- 7 BLASPHEMY _____
- 8 UNHOLY AURA _____
- 9 SUMMON MONSTER IX* _____

**Cast as an evil spell only.*

FIRE DOMAIN

- 1 BURNING HANDS _____
- 2 PRODUCE FLAME _____
- 3 RESIST ENERGY* _____
- 4 WALL OF FIRE _____
- 5 FIRE SHIELD _____
- 6 FIRE SEEDS _____
- 7 FIRE STORM _____
- 8 INCENDIARY CLOUD _____
- 9 ELEMENTAL SWARM** _____

**Resist cold or fire only.*

***Cast as a fire spell only.*

GOOD DOMAIN

- 1 PROTECTION FROM EVIL _____
- 2 AID _____
- 3 MAGIC CIRCLE AGAINST EVIL _____
- 4 HOLY SMITE _____
- 5 DISPEL EVIL _____
- 6 BLADE BARRIER _____
- 7 HOLY WORD _____
- 8 HOLY AURA _____
- 9 SUMMON MONSTER IX* _____

**Cast as a good spell only.*

HEALING DOMAIN

- 1 CURE LIGHT WOUNDS _____
- 2 CURE MODERATE WOUNDS _____
- 3 CURE SERIOUS WOUNDS _____
- 4 CURE CRITICAL WOUNDS _____
- 5 CURE LIGHT WOUNDS, MASS _____
- 6 HEAL _____
- 7 REGENERATE _____
- 8 CURE CRITICAL WOUNDS, MASS _____
- 9 HEAL, MASS _____

KNOWLEDGE DOMAIN

- 1 DETECT SECRET DOORS _____
- 2 DETECT THOUGHTS _____
- 3 CLAIRAUDIENCE/CLAIRVOYANCE _____
- 4 DIVINATION _____
- 5 TRUE SEEING _____
- 6 FIND THE PATH _____
- 7 LEGEND LORE _____
- 8 DISCERN LOCATION _____
- 9 FORESIGHT _____

LAW DOMAIN

- 1 PROTECTION FROM CHAOS _____
- 2 CALM EMOTIONS _____
- 3 MAGIC CIRCLE AGAINST CHAOS _____
- 4 ORDER'S WRATH _____
- 5 DISPEL CHAOS _____
- 6 HOLD MONSTER _____
- 7 DICTUM _____
- 8 SHIELD OF LAW _____
- 9 SUMMON MONSTER IX* _____

*Cast as a law spell only.

LUCK DOMAIN

- 1 ENTROPIC SHIELD _____
- 2 AID _____
- 3 PROTECTION FROM ENERGY _____
- 4 FREEDOM OF MOVEMENT _____
- 5 BREAK ENCHANTMENT _____
- 6 MISLEAD _____
- 7 SPELL TURNING _____
- 8 MOMENT OF PRESCIENCE _____
- 9 MIRACLE _____

MAGIC DOMAIN

- 1 NYSTUL'S MAGIC AURA _____
- 2 IDENTIFY _____
- 3 DISPEL MAGIC _____
- 4 IMBUE WITH SPELL ABILITY _____
- 5 SPELL RESISTANCE _____
- 6 ANTIMAGIC FIELD _____
- 7 SPELL TURNING _____
- 8 PROTECTION FROM SPELLS _____
- 9 MORDENKAINEN'S DISJUNCTION _____

PLANT DOMAIN

- 1 ENTANGLE _____
- 2 BARKSKIN _____
- 3 PLANT GROWTH _____
- 4 COMMAND PLANTS _____
- 5 WALL OF THORNS _____
- 6 REPEL WOOD _____
- 7 ANIMATE PLANTS _____
- 8 CONTROL PLANTS _____
- 9 SHAMBLER _____

PROTECTION DOMAIN

- 1 SANCTUARY _____
- 2 SHIELD OTHER _____
- 3 PROTECTION FROM ENERGY _____
- 4 SPELL IMMUNITY _____
- 5 SPELL RESISTANCE _____
- 6 ANTIMAGIC FIELD _____
- 7 REPULSION _____
- 8 MIND BLANK _____
- 9 PRISMATIC SPHERE _____

STRENGTH DOMAIN

- 1 ENLARGE _____
- 2 BULL'S STRENGTH _____
- 3 MAGIC VESTMENT _____
- 4 SPELL IMMUNITY _____
- 5 RIGHTEOUS MIGHT _____
- 6 STONESKIN _____
- 7 BIGBY'S GRASPING HAND _____
- 8 BIGBY'S CLENCHED FIST _____
- 9 BIGBY'S CRUSHING HAND _____

SUN DOMAIN

- 1 ENDURE ELEMENTS _____
- 2 HEAT METAL _____
- 3 SEARING LIGHT _____
- 4 FIRE SHIELD _____
- 5 FLAME STRIKE _____
- 6 FIRE SEEDS _____
- 7 SUNBEAM _____
- 8 SUNBURST _____
- 9 PRISMATIC SPHERE _____

TRAVEL DOMAIN

- 1 LONGSTRIDER _____
- 2 LOCATE OBJECT _____
- 3 FLY _____
- 4 DIMENSION DOOR _____
- 5 TELEPORT _____
- 6 FIND THE PATH _____
- 7 TELEPORT, GREATER _____
- 8 PHASE DOOR _____
- 9 ASTRAL PROJECTION _____

TRICKERY DOMAIN

- 1 DISGUISE SELF _____
- 2 INVISIBILITY _____
- 3 NONDETECTION _____
- 4 CONFUSION _____
- 5 FALSE VISION _____
- 6 MISLEAD _____
- 7 SCREEN _____
- 8 POLYMORPH ANY OBJECT _____
- 9 TIME STOP _____

WAR DOMAIN

- 1 MAGIC WEAPON _____
- 2 SPIRITUAL WEAPON _____
- 3 MAGIC VESTMENT _____
- 4 DIVINE POWER _____
- 5 FLAME STRIKE _____
- 6 BLADE BARRIER _____
- 7 POWER WORD BLIND _____
- 8 POWER WORD STUN _____
- 9 POWER WORD KILL _____

WATER DOMAIN

- 1 OBSCURING MIST _____
- 2 FOG CLOUD _____
- 3 WATER BREATHING _____
- 4 CONTROL WATER _____
- 5 ICE STORM _____
- 6 CONE OF COLD _____
- 7 ACID FOG _____
- 8 HORRID WILTING _____
- 9 ELEMENTAL SWARM* _____

*Cast as a water spell only.

CLERIC

SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

CREATE WATER _____

CURE MINOR WOUNDS _____

DETECT MAGIC _____

DETECT POISON _____

GUIDANCE _____

INFLICT MINOR WOUNDS _____

LIGHT _____

MENDING _____

PURIFY FOOD AND DRINK _____

READ MAGIC _____

RESISTANCE _____

VIRTUE _____

1ST-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

BANE _____

BLESS _____

BLESS WATER _____

CAUSE FEAR _____

COMMAND _____

COMPREHEND LANGUAGES _____

CURE LIGHT WOUNDS _____

CURSE WATER _____

DEATHWATCH _____

DETECT CHAOS _____

DETECT EVIL _____

DETECT GOOD _____

DETECT LAW _____

DETECT UNDEAD _____

DIVINE FAVOR _____

DOOM _____

ENDURE ELEMENTS _____

ENTROPIC SHIELD _____

HIDE FROM UNDEAD _____

INFLICT LIGHT WOUNDS _____

MAGIC STONE _____

MAGIC WEAPON _____

OBSCURING MIST _____

PROTECTION FROM CHAOS _____

PROTECTION FROM EVIL _____

PROTECTION FROM GOOD _____

PROTECTION FROM LAW _____

REMOVE FEAR _____

SANCTUARY _____

SHIELD OF FAITH _____

SUMMON MONSTER I _____

2ND-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

AID _____

ALIGN WEAPON _____

AUGURY _____

BEAR'S ENDURANCE _____

BULL'S STRENGTH _____

CALM EMOTIONS _____

CONSECRATE _____

CURE MODERATE WOUNDS _____

DARKNESS _____

DEATH KNEEL _____

DELAY POISON _____

DESECRATE _____

EAGLE'S SPLENDOR _____

ENTHRALL _____

FIND TRAPS _____

GENTLE REPOSE _____

HOLD PERSON _____

INFLICT MODERATE WOUNDS _____

MAKE WHOLE _____

OWL'S WISDOM _____

REMOVE PARALYSIS _____

RESIST ENERGY _____

RESTORATION, LESSER _____

SHATTER _____

SHIELD OTHER _____

SILENCE _____

SOUND BURST _____

SPIRITUAL WEAPON _____

STATUS _____

SUMMON MONSTER II _____

UNDETECTABLE ALIGNMENT _____

ZONE OF TRUTH _____

3RD-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

ANIMATE DEAD _____

BESTOW CURSE _____

BLINDNESS/DEAFNESS _____

CONTAGION _____

CONTINUAL FLAME _____

CREATE FOOD AND WATER _____

CURE SERIOUS WOUNDS _____

DAYLIGHT _____

DEEPER DARKNESS _____

DISPEL MAGIC _____

GLYPH OF WARDING _____

HELPING HAND _____

INFLICT SERIOUS WOUNDS _____

INVISIBILITY PURGE _____

LOCATE OBJECT _____

MAGIC CIRCLE AGAINST CHAOS _____

MAGIC CIRCLE AGAINST EVIL _____

MAGIC CIRCLE AGAINST GOOD _____

MAGIC CIRCLE AGAINST LAW _____

MAGIC VESTMENT _____

- MELD INTO STONE _____
- OBSCURE OBJECT _____
- PRAYER _____
- PROTECTION FROM ENERGY _____
- REMOVE BLINDNESS/DEAFNESS _____
- REMOVE CURSE _____
- REMOVE DISEASE _____
- SEARING LIGHT _____
- SPEAK WITH DEAD _____
- STONE SHAPE _____
- SUMMON MONSTER III _____
- WATER BREATHING _____
- WATER WALK _____
- WIND WALL _____
- _____
- _____
- _____

- FLAME STRIKE _____
- HALLOW _____
- INFLECT LIGHT WOUNDS, MASS _____
- INSECT PLAGUE _____
- MARK OF JUSTICE _____
- PLANE SHIFT _____
- RAISE DEAD _____
- RIGHTEOUS MIGHT _____
- SCRYING _____
- SLAY LIVING _____
- SPELL RESISTANCE _____
- SUMMON MONSTER V _____
- SYMBOL OF PAIN _____
- SYMBOL OF SLEEP _____
- TRUE SEEING _____
- UNHALLOW _____
- WALL OF STONE _____
- _____
- _____
- _____

4TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- AIR WALK _____
- CONTROL WATER _____
- CURE CRITICAL WOUNDS _____
- DEATH WARD _____
- DIMENSIONAL ANCHOR _____
- DISCERN LIES _____
- DISMISSAL _____
- DIVINATION _____
- DIVINE POWER _____
- FREEDOM OF MOVEMENT _____
- GIANT VERMIN _____
- IMBUE WITH SPELL ABILITY _____
- INFLECT CRITICAL WOUNDS _____
- MAGIC WEAPON, GREATER _____
- NEUTRALIZE POISON _____
- PLANAR ALLY, LESSER _____
- POISON _____
- REPEL VERMIN _____
- RESTORATION _____
- SENDING _____
- SPELL IMMUNITY _____
- SUMMON MONSTER IV _____
- TONGUES _____
- _____
- _____
- _____

5TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- ATONEMENT _____
- BREAK ENCHANTMENT _____
- COMMAND, GREATER _____
- COMMUNE _____
- CURE LIGHT WOUNDS, MASS _____
- DISPEL CHAOS _____
- DISPEL EVIL _____
- DISPEL GOOD _____
- DISPEL LAW _____
- DISRUPTING WEAPON _____

6TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- ANIMATE OBJECTS _____
- ANTLIFE SHELL _____
- BANISHMENT _____
- BEAR'S ENDURANCE, MASS _____
- BLADE BARRIER _____
- BULL'S STRENGTH, MASS _____
- CREATE UNDEAD _____
- CURE MODERATE WOUNDS, MASS _____
- DISPEL MAGIC, GREATER _____
- EAGLE'S SPLENDOR, MASS _____
- FIND THE PATH _____
- FORBIDDANCE _____
- GEAS/QUEST _____
- GLYPH OF WARDING, GREATER _____
- HARM _____
- HEAL _____
- HEROES' FEAST _____
- INFLECT MODERATE WOUNDS, MASS _____
- OWL'S WISDOM, MASS _____
- PLANAR ALLY _____
- SUMMON MONSTER VI _____
- SYMBOL OF FEAR _____
- SYMBOL OF PERSUASION _____
- UNDEATH TO DEATH _____
- WIND WALK _____
- WORD OF RECALL _____
- _____
- _____
- _____

7TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

- BLASPHEMY _____
- CONTROL WEATHER _____
- CURE SERIOUS WOUNDS, MASS _____
- DESTRUCTION _____
- DICTUM _____
- ETHEREAL JAUNT _____
- HOLY WORD _____
- INFLICT SERIOUS WOUNDS, MASS _____
- REFUGE _____
- REGENERATE _____
- REPULSION _____
- RESTORATION, GREATER _____
- RESURRECTION _____
- SCRYING, GREATER _____
- SUMMON MONSTER VII _____
- SYMBOL OF STUNNING _____
- SYMBOL OF WEAKNESS _____
- WORD OF CHAOS _____
- _____
- _____
- _____

8TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

- ANTIMAGIC FIELD _____
- CLOAK OF CHAOS _____
- CREATE GREATER UNDEAD _____
- CURE CRITICAL WOUNDS, MASS _____
- DIMENSIONAL LOCK _____
- DISCERN LOCATION _____
- EARTHQUAKE _____
- FIRE STORM _____
- HOLY AURA _____
- INFLICT CRITICAL WOUNDS, MASS _____
- PLANAR ALLY, GREATER _____
- SHIELD OF LAW _____
- SPELL IMMUNITY, GREATER _____
- SUMMON MONSTER VIII _____
- SYMBOL OF DEATH _____
- SYMBOL OF INSANITY _____
- UNHOLY AURA _____
- _____
- _____
- _____

9TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

- ASTRAL PROJECTION _____
- ENERGY DRAIN _____
- ETHEREALNESS _____
- GATE _____
- HEAL, MASS _____
- IMPLOSION _____
- MIRACLE _____
- SOUL BIND _____
- STORM OF VENGEANCE _____
- SUMMON MONSTER IX _____
- TRUE RESURRECTION _____
- _____
- _____
- _____





CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)					
REFLEX (DEXTERITY)					
WILL (WISDOM)					

TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. BONUS	ARMOR PENALTY	TOUCH	FLAT-FOOTED
HP HIT POINTS								
DEFENSE	-10	+	+	+	+			
TOTAL								

MASSIVE DAMAGE THRESHOLD _____

INITIATIVE MODIFIER = _____ + _____

BASE ATTACK BONUS _____

SPEED _____

REPUTATION _____

ACTION POINTS _____

WEALTH BONUS _____

ATTACKS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS						
RANGED ATTACK BONUS						

CONDITIONAL MODIFIERS: _____
SITUATIONAL MODIFIERS: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	NOTES

AMMUNITION _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	NOTES

AMMUNITION _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	NOTES

AMMUNITION _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	NOTES

AMMUNITION _____

ARMOR/PROTECTIVE ITEM	TYPE	EQUIPMENT BONUS	PROFICIENT?
_____			YES <input type="checkbox"/> NO <input type="checkbox"/>

ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	NOTES

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER	MAX RANKS	/
--------------	------------	-------------	----------------	------------------	-------	----------------	-----------	---

- BALANCE DEX* = + +
- BLUFF CHA = + +
- CLIMB STR* = + +
- COMPUTER USE INT = + +
- CONCENTRATION CON = + +
- CRAFT (CHEMICAL) ■ INT = + +
- CRAFT (ELECTRONIC) ■ INT = + +
- CRAFT (MECHANICAL) ■ INT = + +
- CRAFT (PHARMACEUTICAL) ■ INT = + +
- CRAFT (STRUCTURAL) INT = + +
- CRAFT (VISUAL ART) INT = + +
- CRAFT (WRITING) INT = + +
- DECIPHER SCRIPT ■ INT = + +
- DEMOLITIONS ■ INT = + +
- DIPLOMACY CHA = + +
- DISABLE DEVICE ■ INT = + +
- DISGUISE CHA = + +
- DRIVE DEX = + +
- ESCAPE ARTIST DEX* = + +
- FORGERY INT = + +
- GAMBLE WIS = + +
- GATHER INFORMATION CHA = + +
- HANDLE ANIMAL ■ CHA = + +
- HIDE DEX* = + +
- INTIMIDATE CHA = + +
- INVESTIGATE ■ INT = + +
- JUMP STR* = + +
- KNOWLEDGE () ■ INT = + +
- KNOWLEDGE () ■ INT = + +
- KNOWLEDGE () ■ INT = + +
- KNOWLEDGE () ■ INT = + +
- KNOWLEDGE () ■ INT = + +
- KNOWLEDGE () ■ INT = + +
- LISTEN WIS = + +
- MOVE SILENTLY DEX* = + +
- NAVIGATE INT = + +
- PERFORM () CHA = + +
- PERFORM () CHA = + +
- PERFORM () CHA = + +
- PILOT ■ DEX = + +
- PROFESSION WIS = + +
- REPAIR ■ INT = + +
- RESEARCH INT = + +
- RIDE DEX = + +
- SEARCH INT = + +
- SENSE MOTIVE WIS = + +
- SLEIGHT OF HAND ■ DEX* = + +
- SPOT WIS = + +
- SURVIVAL WIS = + +
- SWIM STR* = + +
- TREAT INJURY WIS = + +
- TUMBLE ■ DEX* = + +
- _____ = + +
- _____ = + +

SKILLS MARKED WITH ■ CAN'T BE USED UNTRAINED. *ARMOR PENALTY, IF ANY, APPLIES.
☐ CHECK THIS BOX IF THE SKILL IS A CLASS SKILL FOR THE CHARACTER.

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

NOTES	

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

AC ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
	= 10 +							

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

HP HIT POINTS	TOTAL	NONLETHAL DAMAGE
		WOUNDS/CURRENT HP

DAMAGE REDUCTION

INITIATIVE MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
---------------	--------------	--------	----------

RANGE	TYPE	NOTES
-------	------	-------

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
---------------	--------------	--------	----------

RANGE	TYPE	NOTES
-------	------	-------

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
---------------	--------------	--------	----------

RANGE	TYPE	NOTES
-------	------	-------

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
---------------	--------------	--------	----------

RANGE	TYPE	NOTES
-------	------	-------

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
---------------	--------------	--------	----------

RANGE	TYPE	NOTES
-------	------	-------

AMMUNITION

CONDITIONAL AC MODIFIERS

SKILLS

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE	INT				
<input type="checkbox"/>	BALANCE	DEX*				
<input type="checkbox"/>	BLUFF	CHA				
<input type="checkbox"/>	CLIMB	STR*				
<input checked="" type="checkbox"/>	CONCENTRATION	CON				
<input checked="" type="checkbox"/>	CRAFT ()	INT				
<input checked="" type="checkbox"/>	CRAFT ()	INT				
<input checked="" type="checkbox"/>	CRAFT ()	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input checked="" type="checkbox"/>	DIPLOMACY	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE	CHA				
<input type="checkbox"/>	ESCAPE ARTIST	DEX*				
<input type="checkbox"/>	FORGERY	INT				
<input type="checkbox"/>	GATHER INFORMATION	CHA				
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/>	HEAL	WIS				
<input type="checkbox"/>	HIDE	DEX*				
<input type="checkbox"/>	INTIMIDATE	CHA				
<input type="checkbox"/>	JUMP	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (NATURE)	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input checked="" type="checkbox"/>	LISTEN	WIS				
<input type="checkbox"/>	MOVE SILENTLY	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				
<input checked="" type="checkbox"/>	RIDE	DEX				
<input type="checkbox"/>	SEARCH	INT				
<input type="checkbox"/>	SENSE MOTIVE	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input checked="" type="checkbox"/>	SPELLCRAFT	INT				
<input checked="" type="checkbox"/>	SPOT	WIS				
<input checked="" type="checkbox"/>	SURVIVAL	WIS				
<input checked="" type="checkbox"/>	SWIM	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE	DEX				
<input type="checkbox"/>						
<input type="checkbox"/>						

* Denotes a skill that can be used untrained.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT
TOTAL WEIGHT CARRIED			

CARRYING CAPACITY

LIGHT LOAD
 MEDIUM LOAD
 HEAVY LOAD
 LIFT OVER HEAD EQUALS MAX LOAD
 LIFT OFF GROUND 2 X MAX LOAD
 PUSH OR DRAG 5 X MAX LOAD

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
 EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	

ANIMAL COMPANION

SIZE	INITIATIVE	SPEED	HIT DICE
HIT POINTS			
PROTECTIVE ITEM		AC BONUS	WEIGHT
SPECIAL PROPERTIES			
ARMOR CLASS	TOUCH AC	FLAT-FOOTED AC	NATURAL ARMOR ADJ
BASE ATTACK BONUS		GRAPPLE	ATTACK
FULL ATTACK			
SPACE		REACH	

SAVES				ABILITIES						
	FORT	REF	WILL		STR	DEX	CON	INT	WIS	CHA

SPECIAL ABILITIES OR QUALITIES

TRICKS

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	

SPELLS

SPELL SAVE	DC MOD	ARCANE SPELL FAILURE	%
CONDITIONAL MODIFIERS			

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	1st	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2nd	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3rd	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9th	<input type="checkbox"/>	<input type="checkbox"/>

COMMON WILD SHAPE FORMS

FORM	SPD	INIT	STR	DEX	CON
HIT POINTS					
PRIMARY ATTACK			DAMAGE		
SECONDARY ATTACKS (if any)			DAMAGE		
SPECIAL EXTRAORDINARY ATTACKS					
FORM	SPD	INIT	STR	DEX	CON
HIT POINTS					
PRIMARY ATTACK			DAMAGE		
SECONDARY ATTACKS (if any)			DAMAGE		
SPECIAL EXTRAORDINARY ATTACKS					
FORM	SPD	INIT	STR	DEX	CON
HIT POINTS					
PRIMARY ATTACK			DAMAGE		
SECONDARY ATTACKS (if any)			DAMAGE		
SPECIAL EXTRAORDINARY ATTACKS					

EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT
SPECIAL PROPERTIES			

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE		SPECIAL PROPERTIES	

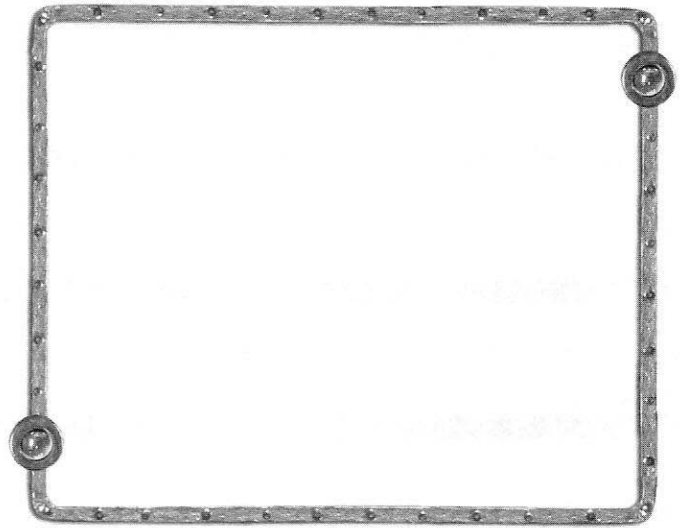
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

CLASS FEATURES

CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	



RACIAL TRAITS

NOTES



O-LEVEL DRUID SPELLS (ORISONS)

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- CREATE WATER _____
- CURE MINOR WOUNDS _____
- DETECT MAGIC _____
- DETECT POISON _____
- FLARE _____
- GUIDANCE _____
- KNOW DIRECTION _____
- LIGHT _____
- MENDING _____
- PURIFY FOOD AND DRINK _____
- READ MAGIC _____
- RESISTANCE _____
- VIRTUE _____
- _____
- _____
- _____

1ST-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- CALM ANIMALS _____
- CHARM ANIMAL _____
- CURE LIGHT WOUNDS _____
- DETECT ANIMALS OR PLANTS _____
- DETECT SNARES AND PITS _____
- ENDURE ELEMENTS _____
- ENTANGLE _____
- FAERIE FIRE _____
- GOODBERRY _____
- HIDE FROM ANIMALS _____
- JUMP _____
- LONGSTRIDER _____
- MAGIC FANG _____
- MAGIC STONE _____
- OBSCURING MIST _____
- PASS WITHOUT TRACE _____
- PRODUCE FLAME _____
- SHILLELAGH _____
- SPEAK WITH ANIMALS _____
- SUMMON NATURE'S ALLY I _____
- _____
- _____
- _____

2ND-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- ANIMAL MESSENGER _____
- ANIMAL TRANCE _____
- BARSKIN _____
- BEAR'S ENDURANCE _____
- BULL'S STRENGTH _____

- CAT'S GRACE _____
- CHILL METAL _____
- DELAY POISON _____
- FIRE TRAP _____
- FLAME BLADE _____
- FLAMING SPHERE _____
- FOG CLOUD _____
- GUST OF WIND _____
- HEAT METAL _____
- HOLD ANIMAL _____
- OWL'S WISDOM _____
- REDUCE ANIMAL _____
- RESIST ENERGY _____
- RESTORATION, LESSER _____
- SOFTEN EARTH AND STONE _____
- SPIDER CLIMB _____
- SUMMON NATURE'S ALLY II _____
- SUMMON SWARM _____
- TREE SHAPE _____
- WARP WOOD _____
- WOOD SHAPE _____
- _____
- _____
- _____

3RD-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- CALL LIGHTNING _____
- CONTAGION _____
- CURE MODERATE WOUNDS _____
- DAYLIGHT _____
- DIMINISH PLANTS _____
- DOMINATE ANIMAL _____
- MAGIC FANG, GREATER _____
- MELD INTO STONE _____
- NEUTRALIZE POISON _____
- PLANT GROWTH _____
- POISON _____
- PROTECTION FROM ENERGY _____
- QUENCH _____
- REMOVE DISEASE _____
- SLEET STORM _____
- SNARE _____
- SPEAK WITH PLANTS _____
- SPIKE GROWTH _____
- STONE SHAPE _____
- SUMMON NATURE'S ALLY III _____
- WATER BREATHING _____
- WIND WALL _____
- _____
- _____
- _____

4TH-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- AIR WALK _____
- ANTIPLANT SHELL _____
- BLIGHT _____
- COMMAND PLANTS _____
- CONTROL WATER _____
- CURE SERIOUS WOUNDS _____

- DISPEL MAGIC _____
- FLAME STRIKE _____
- FREEDOM OF MOVEMENT _____
- GIANT VERMIN _____
- ICE STORM _____
- REINCARNATE _____
- REPEL VERMIN _____
- RUSTING GRASP _____
- SCRYING _____
- SPIKE STONES _____
- SUMMON NATURE'S ALLY IV _____
- _____
- _____
- _____

5TH-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- ANIMAL GROWTH _____
- ATONEMENT _____
- AWAKEN _____
- BALEFUL POLYMORPH _____
- CALL LIGHTNING STORM _____
- COMMUNE WITH NATURE _____
- CONTROL WINDS _____
- CURE CRITICAL WOUNDS _____
- DEATH WARD _____
- HALLOW _____
- INSECT PLAGUE _____
- STONESKIN _____
- SUMMON NATURE'S ALLY V _____
- TRANSMUTE MUD TO ROCK _____
- TRANSMUTE ROCK TO MUD _____
- TREE STRIDE _____
- UNHALLOW _____
- WALL OF FIRE _____
- WALL OF THORNS _____
- _____
- _____
- _____

6TH-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- ANTILIFE SHELL _____
- BEAR'S ENDURANCE, MASS _____
- BULL'S STRENGTH, MASS _____
- CAT'S GRACE, MASS _____
- CURE LIGHT WOUNDS, MASS _____
- DISPEL MAGIC, GREATER _____
- FIND THE PATH _____
- FIRE SEEDS _____
- IRONWOOD _____
- LIVEOAK _____
- MOVE EARTH _____
- OWL'S WISDOM, MASS _____
- REPEL WOOD _____
- SPELLSTAFF _____
- STONE TELL _____
- SUMMON NATURE'S ALLY VI _____

- TRANSPORT VIA PLANTS _____
- WALL OF STONE _____
- _____
- _____
- _____

7TH-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- ANIMATE PLANTS _____
- CHANGESTAFF _____
- CONTROL WEATHER _____
- CREEPING DOOM _____
- CURE MODERATE WOUNDS, MASS _____
- FIRE STORM _____
- HEAL _____
- SCRYING, GREATER _____
- SUMMON NATURE'S ALLY VII _____
- SUNBEAM _____
- TRANSMUTE METAL TO WOOD _____
- TRUE SEEING _____
- WIND WALK _____
- _____
- _____
- _____

8TH-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- ANIMAL SHAPES _____
- CONTROL PLANTS _____
- CURE SERIOUS WOUNDS, MASS _____
- EARTHQUAKE _____
- FINGER OF DEATH _____
- REPEL METAL OR STONE _____
- REVERSE GRAVITY _____
- SUMMON NATURE'S ALLY VIII _____
- SUNBURST _____
- WHIRLWIND _____
- WORD OF RECALL _____
- _____
- _____
- _____
- _____

9TH-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- ANTIPATHY _____
- CURE CRITICAL WOUNDS, MASS _____
- ELEMENTAL SWARM _____
- FORESIGHT _____
- REGENERATE _____
- SHAMBLER _____
- SHAPECHANGE _____
- STORM OF VENGEANCE _____
- SUMMON NATURE'S ALLY IX _____
- SYMPATHY _____
- _____
- _____
- _____
- _____



CHARACTER SHEET

FIGHTER

CHARACTER NAME

PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIGN

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

AC (Armor Class) table with columns for Total, Armor Bonus, Shield Bonus, Dex Modifier, Size Modifier, Natural Armor, Deflection Modifier, and Misc. Modifier. Includes fields for AC Armor Class, Tough Armor Class, and Flat-footed Armor Class.

HP (Hit Points) table with columns for Total and Nonlethal Damage. Includes a field for Wounds/Current HP.

DAMAGE REDUCTION table.

INITIATIVE MODIFIER table with columns for Total, Dex Modifier, and Misc. Modifier.

Saving Throws table with columns for Saving Throws, Total, Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, Temporary Modifier, and Conditional Modifiers. Rows include FORTITUDE (Constitution), REFLEX (Dexterity), and WILL (Wisdom).

BASE ATTACK BONUS table.

SPELL RESISTANCE table.

GRAPPLE MODIFIER table with columns for Total, Base Attack Bonus, Strength Modifier, Size Modifier, and Misc. Modifier. Includes a field for SPEED.

ATTACK table header with columns for Attack Bonus, Damage, and Critical.

ATTACK table row with columns for Range, Type, Notes, Ammunition, Attack Bonus, Damage, and Critical.

ATTACK table header with columns for Attack Bonus, Damage, and Critical.

ATTACK table row with columns for Range, Type, Notes, Ammunition, Attack Bonus, Damage, and Critical.

ATTACK table header with columns for Attack Bonus, Damage, and Critical.

ATTACK table row with columns for Range, Type, Notes, Ammunition, Attack Bonus, Damage, and Critical.

ATTACK table header with columns for Attack Bonus, Damage, and Critical.

ATTACK table row with columns for Range, Type, Notes, Ammunition, Attack Bonus, Damage, and Critical.

ATTACK table header with columns for Attack Bonus, Damage, and Critical.

ATTACK table row with columns for Range, Type, Notes, Ammunition, Attack Bonus, Damage, and Critical.

CONDITIONAL AC MODIFIERS table.

SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc. Modifier. Lists various skills like Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Open Lock, Perform, Profession, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Swim, Tumble, Use Magic Device, and Use Rope.

*Denotes a skill that can be used untrained. *Armor check penalty, if any, applies. (Double penalty for Swim.)

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

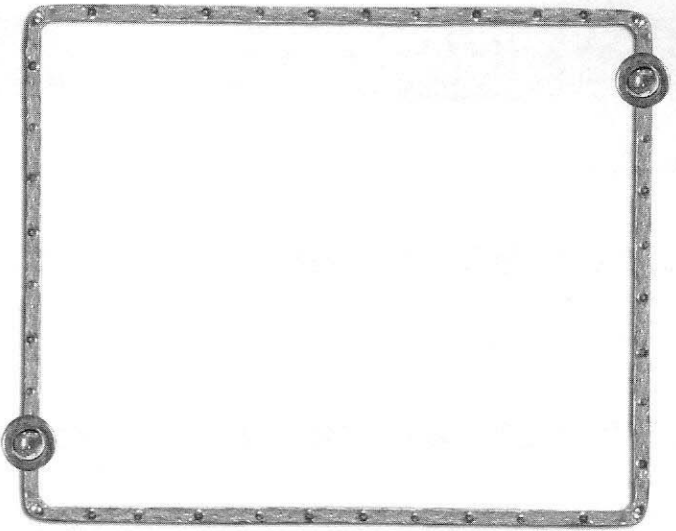
PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES



FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES



CHARACTER SHEET

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

AC	ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
		-10	+	+	+	+	+	+	+

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

HP	HIT POINTS	TOTAL	NONLETHAL DAMAGE

DAMAGE REDUCTION	TOTAL	DEX MODIFIER	MISC. MODIFIER

INITIATIVE MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER

CONDITIONAL AC MODIFIERS

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS (CLASS/CROSS-CLASS)	MISC. MODIFIER
--------------	------------	-------------	----------------	------------------	---------------------------	----------------

- APPRAISE ■ INT
- BALANCE ■ DEX*
- BLUFF ■ CHA
- CLIMB ■ STR*
- CONCENTRATION ■ CON
- CRAFT ■ () INT
- CRAFT ■ () INT
- CRAFT ■ () INT
- DECIPHER SCRIPT INT
- DIPLOMACY ■ CHA
- DISABLE DEVICE INT
- DISGUISE ■ CHA
- ESCAPE ARTIST ■ DEX*
- FORGERY ■ INT
- GATHER INFORMATION ■ CHA
- HANDLE ANIMAL CHA
- HEAL ■ WIS
- HIDE ■ DEX*
- INTIMIDATE ■ CHA
- JUMP ■ STR*
- KNOWLEDGE () INT
- KNOWLEDGE () INT
- KNOWLEDGE () INT
- KNOWLEDGE () INT
- KNOWLEDGE () INT
- LISTEN ■ WIS
- MOVE SILENTLY ■ DEX*
- OPEN LOCK DEX
- PERFORM ■ () CHA
- PERFORM ■ () CHA
- PERFORM ■ () CHA
- PROFESSION () WIS
- PROFESSION () WIS
- RIDE ■ DEX
- SEARCH ■ INT
- SENSE MOTIVE ■ WIS
- SLEIGHT OF HAND DEX*
- SPELLCRAFT INT
- SPOT ■ WIS
- SURVIVAL ■ WIS
- SWIM ■ STR*
- TUMBLE DEX*
- USE MAGIC DEVICE CHA
- USE ROPE ■ DEX
- _____
- _____

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS _____ **SPELL RESISTANCE** _____

GRAPPLE MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
AMMUNITION		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
AMMUNITION		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
AMMUNITION		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
AMMUNITION		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
AMMUNITION		

■ Denotes a skill that can be used untrained. □ Check this box if the skill is a class skill for the character. *Armor check penalty, if any, applies. (Double penalty for Swim.)

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

NOTES

SPELLS

SPELL SAVE
DC MOD
ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	
<input type="text"/>	<input type="text"/>	1st	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9th	<input type="text"/>	<input type="text"/>

SPECIALTY SCHOOL

PROHIBITED SCHOOLS

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	WIS MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS	-10	+	+	+	+	+	+	+

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS _____

SPELL RESISTANCE _____

GRAPPLE	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER
MODIFIER					

SPEED _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
-------	------	-------

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
-------	------	-------

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
-------	------	-------

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
-------	------	-------

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
-------	------	-------

AMMUNITION

CONDITIONAL AC MODIFIERS

SKILLS MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT				
<input checked="" type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input checked="" type="checkbox"/>	CLIMB ■	STR*				
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON				
<input checked="" type="checkbox"/>	CRAFT ■ (_____)	INT				
<input checked="" type="checkbox"/>	CRAFT ■ (_____)	INT				
<input checked="" type="checkbox"/>	CRAFT ■ (_____)	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input checked="" type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input checked="" type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input type="checkbox"/>	FORGERY ■	INT				
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL ■	WIS				
<input checked="" type="checkbox"/>	HIDE ■	DEX*				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input checked="" type="checkbox"/>	JUMP ■	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (RELIGION)	INT				
<input type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input checked="" type="checkbox"/>	LISTEN ■	WIS				
<input checked="" type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input checked="" type="checkbox"/>	PERFORM ■ (_____)	CHA				
<input checked="" type="checkbox"/>	PERFORM ■ (_____)	CHA				
<input checked="" type="checkbox"/>	PERFORM ■ (_____)	CHA				
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS				
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS				
<input type="checkbox"/>	RIDE ■	DEX				
<input type="checkbox"/>	SEARCH ■	INT				
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input checked="" type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SURVIVAL ■	WIS				
<input checked="" type="checkbox"/>	SWIM ■	STR*				
<input checked="" type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>	_____	_____				
<input type="checkbox"/>	_____	_____				

*Denotes a skill that can be used untrained.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT	ITEM	LOCATION	PAGE REF.	WEIGHT
TOTAL WEIGHT CARRIED							

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2 X MAX LOAD</small>	PUSH OR DRAG <small>5 X MAX LOAD</small>

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
 EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

ARMOR/PROTECTIVE ITEMS				
ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			
PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES
PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES

NOTES	

EXPERIENCE

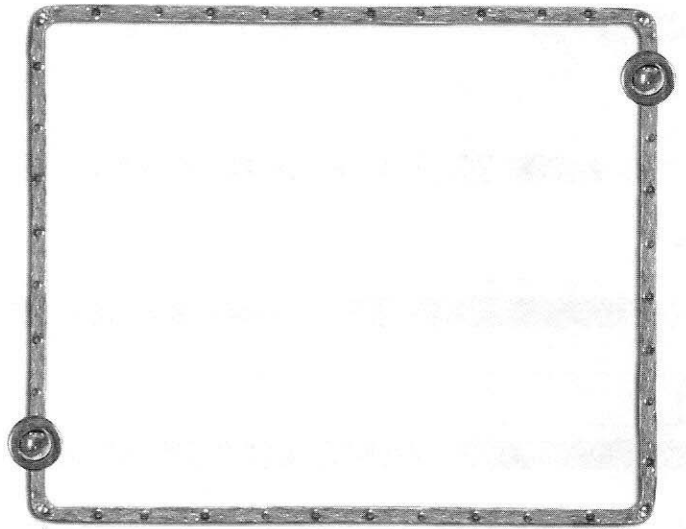
EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

RACIAL TRAITS



CLASS FEATURES

SLOW FALL
DISTANCE

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES



PALADIN

CHARACTER SHEET

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS	+ 10	+	+	+	+	+	+

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
	WOUNDS/CURRENT HP
	DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER	=	+

CONDITIONAL AC MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)		=	+	+	+	+	
REFLEX (DEXTERITY)		=	+	+	+	+	
WILL (WISDOM)		=	+	+	+	+	

BASE ATTACK BONUS _____

SPELL RESISTANCE _____

GRAPPLE MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED
	=	+	+	+	+	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

SKILLS

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT				
<input type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR*				
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON				
<input checked="" type="checkbox"/>	CRAFT ■ (_____)	INT				
<input checked="" type="checkbox"/>	CRAFT ■ (_____)	INT				
<input checked="" type="checkbox"/>	CRAFT ■ (_____)	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input checked="" type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input type="checkbox"/>	FORGERY ■	INT				
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX*				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input type="checkbox"/>	JUMP ■	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (RELIGION)	INT				
<input type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input type="checkbox"/>	LISTEN ■	WIS				
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ■ (_____)	CHA				
<input type="checkbox"/>	PERFORM ■ (_____)	CHA				
<input type="checkbox"/>	PERFORM ■ (_____)	CHA				
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS				
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS				
<input checked="" type="checkbox"/>	RIDE ■	DEX				
<input type="checkbox"/>	SEARCH ■	INT				
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SURVIVAL ■	WIS				
<input type="checkbox"/>	SWIM ■	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>	_____	_____				
<input type="checkbox"/>	_____	_____				

*Denotes a skill that can be used untrained.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT
TOTAL WEIGHT CARRIED			

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2X MAX LOAD</small>	PUSH OR DRAG <small>3X MAX LOAD</small>
<input style="width: 100%; height: 100%;" type="text"/>	<input style="width: 100%; height: 100%;" type="text"/>	<input style="width: 100%; height: 100%;" type="text"/>	<input style="width: 100%; height: 100%;" type="text"/>	<input style="width: 100%; height: 100%;" type="text"/>	<input style="width: 100%; height: 100%;" type="text"/>

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES	 	NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES	 	NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES	 	NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES	 	NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES	 	NOTES	

SPELLS			
SPELL SAVE	<input type="text"/>	DC MOD	ARCANE SPELL FAILURE <input type="text"/> %
CONDITIONAL MODIFIERS			

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	
<input type="text"/>	<input type="text"/>	1st	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4th	<input type="text"/>	<input type="text"/>

MOUNT			
NAME			
SIZE	INITIATIVE	SPEED	HIT DICE
HIT POINTS			
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
ARMOR CLASS	TOUCH AC	FLAT-FOOTED AC	NATURAL ARMOR ADJ
BASE ATTACK BONUS	GRAPPLE	ATTACK	
FULL ATTACK			
SPACE		REACH	

SAVES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	FORT	REF	WILL	STR	DEX	CON	INT	WIS	CHA

SPECIAL ABILITIES OR QUALITIES	

SKILLS					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES	 	NOTES	

NOTES

PALADIN

SPELLS

1ST-LEVEL PALADIN SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- BLESS _____
- BLESS WATER _____
- BLESS WEAPON _____
- CREATE WATER _____
- CURE LIGHT WOUNDS _____
- DETECT POISON _____
- DETECT UNDEAD _____
- DIVINE FAVOR _____
- ENDURE ELEMENTS _____
- MAGIC WEAPON _____
- PROTECTION FROM CHAOS _____
- PROTECTION FROM EVIL _____
- READ MAGIC _____
- RESISTANCE _____
- RESTORATION, LESSER _____
- VIRTUE _____
- _____
- _____
- _____

2ND-LEVEL PALADIN SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- BULL'S STRENGTH _____
- DELAY POISON _____
- EAGLE'S SPLENDOR _____
- OWL'S WISDOM _____
- REMOVE PARALYSIS _____
- RESIST ENERGY _____
- SHIELD OTHER _____
- UNDETECTABLE ALIGNMENT _____
- ZONE OF TRUTH _____
- _____
- _____
- _____

3RD-LEVEL PALADIN SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

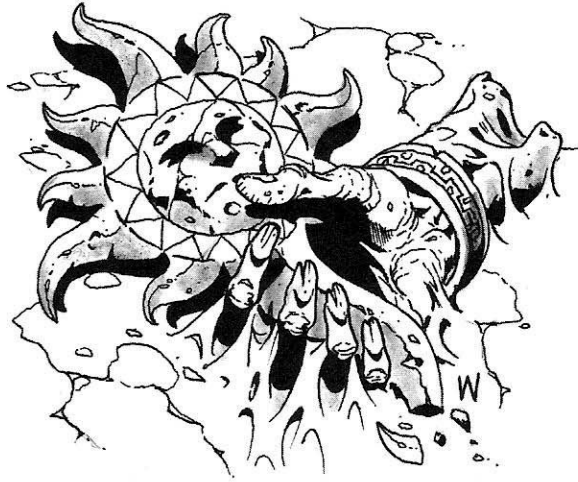
- CURE MODERATE WOUNDS _____
- DAYLIGHT _____
- DISCERN LIES _____
- DISPEL MAGIC _____
- HEAL MOUNT _____
- MAGIC CIRCLE AGAINST CHAOS _____
- MAGIC CIRCLE AGAINST EVIL _____
- MAGIC WEAPON, GREATER _____
- PRAYER _____
- REMOVE BLINDNESS/DEAFNESS _____
- REMOVE CURSE _____
- _____
- _____
- _____

4TH-LEVEL PALADIN SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- BREAK ENCHANTMENT _____
- CURE SERIOUS WOUNDS _____
- DEATH WARD _____
- DISPEL CHAOS _____
- DISPEL EVIL _____
- HOLY SWORD _____
- MARK OF JUSTICE _____
- NEUTRALIZE POISON _____
- RESTORATION _____
- _____
- _____
- _____





CHARACTER SHEET

RANGER

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS	10	+	+	+	+	+	+

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	

TOTAL	DEX MODIFIER	MISC. MODIFIER
DAMAGE REDUCTION		

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS _____

SPELL RESISTANCE _____

GRAPPLE	SPEED
MODIFIER	
TOTAL	
BASE ATTACK BONUS	
STRENGTH MODIFIER	
SIZE MODIFIER	
MISC. MODIFIER	

ATTACK | ATTACK BONUS | DAMAGE | CRITICAL

RANGE | TYPE | NOTES

AMMUNITION

ATTACK | ATTACK BONUS | DAMAGE | CRITICAL

RANGE | TYPE | NOTES

AMMUNITION

ATTACK | ATTACK BONUS | DAMAGE | CRITICAL

RANGE | TYPE | NOTES

AMMUNITION

ATTACK | ATTACK BONUS | DAMAGE | CRITICAL

RANGE | TYPE | NOTES

AMMUNITION

ATTACK | ATTACK BONUS | DAMAGE | CRITICAL

RANGE | TYPE | NOTES

AMMUNITION

CONDITIONAL AC MODIFIERS

SKILLS | MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE	INT				
<input type="checkbox"/>	BALANCE	DEX*				
<input type="checkbox"/>	BLUFF	CHA				
<input checked="" type="checkbox"/>	CLIMB	STR*				
<input checked="" type="checkbox"/>	CONCENTRATION	CON				
<input checked="" type="checkbox"/>	CRAFT ()	INT				
<input checked="" type="checkbox"/>	CRAFT ()	INT				
<input checked="" type="checkbox"/>	CRAFT ()	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE	CHA				
<input type="checkbox"/>	ESCAPE ARTIST	DEX*				
<input type="checkbox"/>	FORGERY	INT				
<input type="checkbox"/>	GATHER INFORMATION	CHA				
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/>	HEAL	WIS				
<input checked="" type="checkbox"/>	HIDE	DEX*				
<input type="checkbox"/>	INTIMIDATE	CHA				
<input checked="" type="checkbox"/>	JUMP	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (DUNGEONEERING)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (NATURE)	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input checked="" type="checkbox"/>	LISTEN	WIS				
<input checked="" type="checkbox"/>	MOVE SILENTLY	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				
<input checked="" type="checkbox"/>	RIDE	DEX				
<input checked="" type="checkbox"/>	SEARCH	INT				
<input type="checkbox"/>	SENSE MOTIVE	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input checked="" type="checkbox"/>	SPOT	WIS				
<input checked="" type="checkbox"/>	SURVIVAL	WIS				
<input checked="" type="checkbox"/>	SWIM	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input checked="" type="checkbox"/>	USE ROPE	DEX				
<input type="checkbox"/>						
<input type="checkbox"/>						

*Denotes a skill that can be used untrained.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT

**TOTAL WEIGHT
CARRIED**

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2 X MAX LOAD</small>	PUSH OR DRAG <small>3 X MAX LOAD</small>

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

WEALTH

MONEY	GEMS	ART	OTHER
CP —			
SP —			
GP —			
PP —			

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	

ANIMAL COMPANION

SIZE	INITIATIVE	SPEED	HIT DICE
HIT POINTS			
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
ARMOR CLASS	TOUCH AC	FLAT-FOOTED AC	NATURAL ARMOR ADJ
BASE ATTACK BONUS	GRAPPLE	ATTACK	
FULL ATTACK			
SPACE	REACH		

SAVES				ABILITIES						
	FOR	REF	WILL		STR	DEX	CON	INT	WIS	CHA

SPECIAL ABILITIES OR QUALITIES

TRICKS

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+
		<input type="text"/>	=	+	+

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	

SPELLS

SPELL SAVE	DC MOD	ARCANE SPELL FAILURE	%	
CONDITIONAL MODIFIERS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	
<input type="text"/>	<input type="text"/>	1st	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4th	<input type="text"/>	<input type="text"/>

DAILY SPELLS

0: _____

1ST: _____

2ND: _____

3RD: _____

4TH: _____

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
-----------------------	------	----------	---------

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
---------------	---------------	-------	--------	--------------------

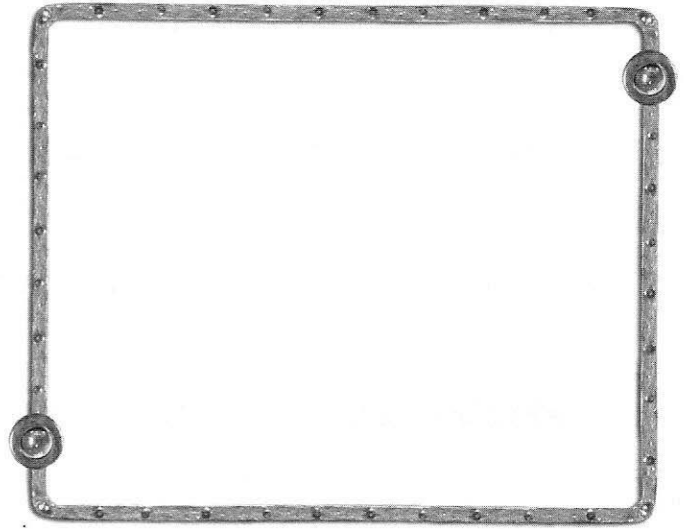
SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
------------------------	----------	--------	---------------

SPELL FAILURE	SPECIAL PROPERTIES
---------------	--------------------

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
-----------------	----------	--------	--------------------

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
-----------------	----------	--------	--------------------

RACIAL TRAITS



CLASS FEATURES

FAVORED ENEMIES

BONUS²

	[+]
	[+]
	[+]
	[+]
	[+]

* Favored enemy bonus applies to weapon damage and Bluff, Listen, Sense Motive, Spot, and Survival checks.

CLASS FEATURE	PAGE REF.
---------------	-----------

NOTES

CLASS FEATURE	PAGE REF.
---------------	-----------

NOTES

CLASS FEATURE	PAGE REF.
---------------	-----------

NOTES

CLASS FEATURE	PAGE REF.
---------------	-----------

NOTES

CLASS FEATURE	PAGE REF.
---------------	-----------

NOTES

CLASS FEATURE	PAGE REF.
---------------	-----------

NOTES

CLASS FEATURE	PAGE REF.
---------------	-----------

NOTES

CLASS FEATURE	PAGE REF.
---------------	-----------

NOTES

RANGER

SPELLS

1ST-LEVEL RANGER SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- ALARM _____
- ANIMAL MESSENGER _____
- CALM ANIMALS _____
- CHARM ANIMAL _____
- DELAY POISON _____
- DETECT ANIMALS OR PLANTS _____
- DETECT POISON _____
- DETECT SNARES AND PITS _____
- ENDURE ELEMENTS _____
- ENTANGLE _____
- HIDE FROM ANIMALS _____
- JUMP _____
- LONGSTRIDER _____
- MAGIC FANG _____
- PASS WITHOUT TRACE _____
- READ MAGIC _____
- RESIST ENERGY _____
- SPEAK WITH ANIMALS _____
- SUMMON NATURE'S ALLY I _____
- _____
- _____
- _____

2ND-LEVEL RANGER SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- BARKSKIN _____
- BEAR'S ENDURANCE _____
- CAT'S GRACE _____
- CURE LIGHT WOUNDS _____
- HOLD ANIMAL _____
- OWL'S WISDOM _____
- PROTECTION FROM ENERGY _____
- SNARE _____
- SPEAK WITH PLANTS _____
- SPIKE GROWTH _____
- SUMMON NATURE'S ALLY II _____
- WIND WALL _____
- _____
- _____
- _____

3RD-LEVEL RANGER SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- COMMAND PLANTS _____
- CURE MODERATE WOUNDS _____
- DARKVISION _____
- DIMINISH PLANTS _____
- MAGIC FANG, GREATER _____
- NEUTRALIZE POISON _____
- PLANT GROWTH _____
- REDUCE ANIMAL _____
- REMOVE DISEASE _____
- REPEL VERMIN _____
- SUMMON NATURE'S ALLY III _____
- TREE SHAPE _____
- WATER WALK _____
- _____
- _____
- _____

4TH-LEVEL RANGER SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- ANIMAL GROWTH _____
- COMMUNE WITH NATURE _____
- CURE SERIOUS WOUNDS _____
- FREEDOM OF MOVEMENT _____
- NONDETECTION _____
- SUMMON NATURE'S ALLY IV _____
- TREE STRIDE _____
- _____
- _____
- _____



CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC	ARMOR CLASS	10	+	+	+	+	+

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP	HIT POINTS
WOUNDS/CURRENT HP _____	

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE	MODIFIER	=

CONDITIONAL AC MODIFIERS

SKILLS

MAX RANKS
(CLASS/CROSS-CLASS) /

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
<input checked="" type="checkbox"/>	APPRAISE ■	INT	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	BALANCE ■	DEX*	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	BLUFF ■	CHA	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	CLIMB ■	STR*	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	CONCENTRATION ■	CON	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	CRAFT ■ (_____)	INT	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	CRAFT ■ (_____)	INT	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	CRAFT ■ (_____)	INT	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	DECIPHER SCRIPT	INT	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	DIPLOMACY ■	CHA	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	DISABLE DEVICE	INT	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	DISGUISE ■	CHA	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	ESCAPE ARTIST ■	DEX*	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	FORGERY ■	INT	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	GATHER INFORMATION ■	CHA	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	HANDLE ANIMAL	CHA	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	HEAL ■	WIS	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	HIDE ■	DEX*	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	INTIMIDATE ■	CHA	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	JUMP ■	STR*	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	KNOWLEDGE (LOCAL)	INT	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	LISTEN ■	WIS	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	MOVE SILENTLY ■	DEX*	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	OPEN LOCK	DEX	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	PERFORM ■ (_____)	CHA	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	PERFORM ■ (_____)	CHA	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	PERFORM ■ (_____)	CHA	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	RIDE ■	DEX	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	SEARCH ■	INT	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	SPELLCRAFT	INT	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	SPOT ■	WIS	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	SURVIVAL ■	WIS	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	SWIM ■	STR*	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	TUMBLE	DEX*	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	CHA	<input type="text"/>	=	+	+	+
<input checked="" type="checkbox"/>	USE ROPE ■	DEX	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	_____	_____	<input type="text"/>	=	+	+	+
<input type="checkbox"/>	_____	_____	<input type="text"/>	=	+	+	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL (WISDOM)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE MODIFIER	=	BASE ATTACK BONUS	+	STRENGTH MODIFIER	+	SIZE MODIFIER	+	MISC. MODIFIER	SPEED <input type="text"/>
----------------------------	---	-------------------	---	-------------------	---	---------------	---	----------------	-----------------------------------

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
_____	_____	_____
AMMUNITION	_____	_____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
_____	_____	_____
AMMUNITION	_____	_____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
_____	_____	_____
AMMUNITION	_____	_____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
_____	_____	_____
AMMUNITION	_____	_____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
--------	--------------	--------	----------

RANGE	TYPE	NOTES
_____	_____	_____
AMMUNITION	_____	_____

■ Denotes a skill that can be used untrained.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT

TOTAL WEIGHT CARRIED

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2 X MAX LOAD</small>	PUSH OR DRAG <small>5 X MAX LOAD</small>

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

NOTES

SKILL DCs

BALANCE

NARROW SURFACE	BALANCE DC
• 7–12 inches wide	10
• 2–6 inches wide	15
• Less than 2 inches wide	20

DIFFICULT SURFACE	BALANCE DC ¹
• Uneven flagstone	10 ²
• Hewn stone floor	10 ²
• Sloped or angled floor	12 ²

- ¹ Add modifiers from Narrow Surface, below, as appropriate.
² Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

NARROW SURFACE	DC MODIFIER ¹
• Lightly obstructed	+2
• Severely obstructed	+5
• Lightly slippery	+2
• Severely slippery	+5

¹ These modifiers stack.

BLUFF	SENSE MOTIVE MODIFIER
CIRCUMSTANCES	
• Target wants to believe you.	-5
• Bluff is believable and doesn't affect the target much.	+0
• Bluff is a little hard to believe or puts the target at some risk.	+5
• Bluff is hard to believe or puts the target at significant risk.	+10
• Bluff is way out there, almost too incredible to consider.	+20

CLIMB

CLIMB DC	EXAMPLE SURFACE OR ACTIVITY
0	Slope too steep to walk up; knotted rope with wall to brace up against.
5	Rope with wall to brace against, or knotted rope, or rope affected by the rope trick spell.
10	Surface with ledges, a very rough wall, or a ship's rigging.
15	Surface with adequate handholds and footholds, an unknotted rope, or pulling yourself up when dangling by your hands.
20	Uneven surface with some narrow handholds and footholds.
25	Rough surface, such as a natural rock wall.
30	An overhand or ceiling with handholds but no footholds.

DC MODIFIER¹	EXAMPLE SURFACE OR ACTIVITY
-10	Climbing a chimney or other location where you can brace against two opposite walls.
-5	Climbing a corner where you can brace against perpendicular walls.
+5	Surface is slippery

¹ These modifiers stack.

DISABLE DEVICE

DEVICE	TIME	DISABLE DEVICE DC¹
• Simple	1 round	10
• Tricky	1d4 rounds	15
• Difficult	2d4 rounds	20
• Wicked	2d4 rounds	25

¹ If you attempt to leave behind no trace of your tampering, add 5 to the DC.

DISGUISE

DISGUISE	DISGUISE CHECK MODIFIER
• Minor details only	+5
• Disguised as different gender ¹	-2
• Disguised as different race ¹	-2
• Disguised as different age category ¹	-2 ²

¹ These modifiers stack.
² Per step difference between your actual age category and your disguised age category.

FAMILIARITY

	VIEWER'S SPOT CHECK BONUS
• Recognizes on sight	+4
• Friends or associates	+6
• Close friends	+8
• Intimate	+10

ESCAPE ARTIST

RESTRAINT	ESCAPE ARTIST DC
• Ropes	Binder's Use Rope check +10
• Net, animate rope spell, command plants spell, control plants spell, or entangle spell	20
• Snare spell	23

RESTRAINT

• Manacles	30	ESCAPE ARTIST DC
• Tight space	30	
• Masterwork manacles	35	
• Grappler	Grappler's grapple check result	

JUMP

LONG JUMP	JUMP DC¹	HIGH JUMP	JUMP DC¹
DISTANCE²		DISTANCE²	
5 feet	5	1 foot	4
10 feet	10	2 feet	8
15 feet	15	3 feet	12
20 feet	20	4 feet	16
25 feet	25	5 feet	20
etc ...	etc ...	etc ...	etc ...

¹ Requires a 20-foot running start. Without a running start, double the DC.

² Not including vertical reach (see Player's Handbook, page 77).

MOVE SILENTLY

SURFACE	CHECK MODIFIER
• Noisy (scree, bog, undergrowth, dense rubble)	-2
• Very noisy (dense undergrowth, deep snow)	-5

OPEN LOCK

LOCK	DC	LOCK	DC
Very simple lock	20	Good lock	30
Average lock	25	Amazing lock	40

SEARCH

TASK	SEARCH DC
• Ransack a chest full of junk to find a certain item.	10
• Notice a typical secret door or simple trap.	20
• Find a difficult nonmagical trap.	21 or higher
• Find a magic trap	25 + spell level
• Notice a well-hidden secret door	30
• Find a footprint	Varies ¹

¹ A successful Search check can find a footprint or similar sign of a creature's passage, but following the trail requires the Track feat.

SLEIGHT OF HAND

TASK	SLEIGHT OF HAND DC
• Palm a coin-sized object, or make a coin disappear	10
• Lift a small object from a person	20

TUMBLE

TUMBLE DC	TASK
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15 ¹	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past.
25 ¹	Tumble at one-half speed through an area occupied by an enemy as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent.

¹ Each additional enemy after the first adds +2 to the Tumble DC.

USE MAGIC DEVICE

TASK	USE MAGIC DEVICE DC
• Activate blindly	25
• Decipher a written spell	25 + spell level
• Use a scroll	20 + caster level
• Use a wand	20
• Emulate a class feature	20
• Emulate an ability score	Special ¹
• Emulate a race	25
• Emulate an alignment	30

¹ See Player's Handbook, page 85.

USE ROPE

TASK	USE ROPE DC
• Tie a firm knot	10
• Secure a grappling hook	10 ¹
• Tie a special knot	15
• Tie a rope around yourself one-handed	15
• Splice two ropes together	15
• Bind a character	Varies

¹ Add 2 to the DC for every 10 feet the hook is thrown.

EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

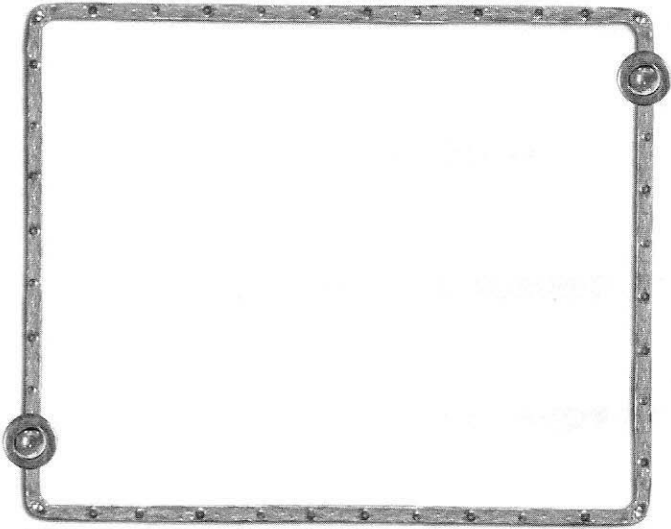
ARMOR/PROTECTIVE ITEM					TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES			

SHIELD/PROTECTIVE ITEM			AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES				

PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS



CLASS FEATURES

SNEAK ATTACK EXTRA DAMAGE	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	



ASSASSIN

SPELLS

1ST-LEVEL ASSASSIN SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

KNOWN?

- DISGUISE SELF _____
- DETECT POISON _____
- FEATHER FALL _____
- GHOST SOUND _____
- JUMP _____
- OBSCURING MIST _____
- SLEEP _____
- TRUE STRIKE _____
- _____
- _____

2ND-LEVEL ASSASSIN SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

KNOWN?

- ALTER SELF _____
- CAT'S GRACE _____
- DARKNESS _____
- FOX'S CUNNING _____
- ILLUSORY SCRIPT _____
- INVISIBILITY _____
- PASS WITHOUT TRACE _____
- SPIDER CLIMB _____
- UNDETECTABLE ALIGNMENT _____
- _____
- _____

3RD-LEVEL ASSASSIN SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

KNOWN?

- DEEP SLUMBER _____
- DEEPER DARKNESS _____
- FALSE LIFE _____
- MAGIC CIRCLE AGAINST GOOD _____
- MISDIRECTION _____
- NONDETECTION _____
- _____
- _____

4TH-LEVEL ASSASSIN SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

KNOWN?

- CLAIRAUDIENCE/CLAIRVOYANCE _____
- DIMENSION DOOR _____
- FREEDOM OF MOVEMENT _____
- GLIBNESS _____
- GREATER INVISIBILITY _____
- LOCATE CREATURE _____
- MODIFY MEMORY _____
- POISON _____
- _____
- _____

BLACKGUARD

SPELLS

1ST-LEVEL BLACKGUARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED

- CAUSE FEAR _____
- CORRUPT WEAPON _____
- CURE LIGHT WOUNDS _____
- DOOM _____
- INFLECT LIGHT WOUNDS _____
- MAGIC WEAPON _____
- SUMMON MONSTER I* _____
- _____
- _____

* Evil creatures only.

2ND-LEVEL BLACKGUARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED

- BULL'S STRENGTH _____
- CURE MODERATE WOUNDS _____
- DARKNESS _____
- DEATH KNEEL _____
- EAGLE'S SPENDOR _____
- INFLECT MODERATE WOUNDS _____
- SHATTER _____
- SUMMON MONSTER II* _____
- _____
- _____

* Evil creatures only.

3RD-LEVEL BLACKGUARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED

- CONTAGION _____
- CURE SERIOUS WOUNDS _____
- DEEPER DARKNESS _____
- INFLECT SERIOUS WOUNDS _____
- PROTECTION FROM ENERGY _____
- SUMMON MONSTER III* _____
- _____
- _____

* Evil creatures only.

4TH-LEVEL BLACKGUARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED

- CURE CRITICAL WOUNDS _____
- FREEDOM OF MOVEMENT _____
- INFLECT CRITICAL WOUNDS _____
- POISON _____
- SUMMON MONSTER IV* _____
- _____
- _____

* Evil creatures only.

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS	+ 10	+	+	+	+	+	+

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	
DAMAGE REDUCTION	

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		+

CONDITIONAL AC MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)			+	+	+	+	
REFLEX (DEXTERITY)			+	+	+	+	
WILL (WISDOM)			+	+	+	+	

BASE ATTACK BONUS **SPELL RESISTANCE**

GRAPPLE	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED
MODIFIER			+	+	+	<input type="text"/>

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			
ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			
ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			
ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			
ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			
ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			

CLASS / SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
<input type="checkbox"/>	APPRAISE	INT			
<input type="checkbox"/>	BALANCE	DEX*			
<input type="checkbox"/>	BLUFF	CHA			
<input type="checkbox"/>	CLIMB	STR*			
<input type="checkbox"/>	CONCENTRATION	CON			
<input type="checkbox"/>	CRAFT ()	INT			
<input type="checkbox"/>	CRAFT ()	INT			
<input type="checkbox"/>	CRAFT ()	INT			
<input type="checkbox"/>	DECIPHER SCRIPT	INT			
<input type="checkbox"/>	DIPLOMACY	CHA			
<input type="checkbox"/>	DISABLE DEVICE	INT			
<input type="checkbox"/>	DISGUISE	CHA			
<input type="checkbox"/>	ESCAPE ARTIST	DEX*			
<input type="checkbox"/>	FORGERY	INT			
<input type="checkbox"/>	GATHER INFORMATION	CHA			
<input type="checkbox"/>	HANDLE ANIMAL	CHA			
<input type="checkbox"/>	HEAL	WIS			
<input type="checkbox"/>	HIDE	DEX*			
<input type="checkbox"/>	INTIMIDATE	CHA			
<input type="checkbox"/>	JUMP	STR*			
<input type="checkbox"/>	KNOWLEDGE ()	INT			
<input type="checkbox"/>	KNOWLEDGE ()	INT			
<input type="checkbox"/>	KNOWLEDGE ()	INT			
<input type="checkbox"/>	KNOWLEDGE ()	INT			
<input type="checkbox"/>	KNOWLEDGE ()	INT			
<input type="checkbox"/>	LISTEN	WIS			
<input type="checkbox"/>	MOVE SILENTLY	DEX*			
<input type="checkbox"/>	OPEN LOCK	DEX			
<input type="checkbox"/>	PERFORM ()	CHA			
<input type="checkbox"/>	PERFORM ()	CHA			
<input type="checkbox"/>	PERFORM ()	CHA			
<input type="checkbox"/>	PROFESSION ()	WIS			
<input type="checkbox"/>	PROFESSION ()	WIS			
<input type="checkbox"/>	RIDE	DEX			
<input type="checkbox"/>	SEARCH	INT			
<input type="checkbox"/>	SENSE MOTIVE	WIS			
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*			
<input type="checkbox"/>	SPELLCRAFT	INT			
<input type="checkbox"/>	SPOT	WIS			
<input type="checkbox"/>	SURVIVAL	WIS			
<input type="checkbox"/>	SWIM	STR*			
<input type="checkbox"/>	TUMBLE	DEX*			
<input type="checkbox"/>	USE MAGIC DEVICE	CHA			
<input type="checkbox"/>	USE ROPE	DEX			
<input type="checkbox"/>					
<input type="checkbox"/>					

* Denotes a skill that can be used untrained. Check this box if the skill is a class skill for the character.
 *Armor check penalty, if any, applies. (Double penalty for Swim.)

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	

SPELLS

SPELL SAVE DC MOD ARCANESPELL FAILURE %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	1st	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2nd	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3rd	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9th	<input type="checkbox"/>	<input type="checkbox"/>

SPECIALTY SCHOOL

PROHIBITED SCHOOLS

FAMILIAR

SIZE	INITIATIVE	SPEED	
HIT POINTS			
ARMOR CLASS	TOUCH AC	FLAT-FOOTED AC	NATURAL ARMOR ADJ
BASE ATTACK BONUS	GRAPPLE	ATTACK	
FULL ATTACK			
SPACE	REACH		

SAVES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	ABILITIES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	FORT	REF	WILL		STR	DEX	CON	INT	WIS	CHA

FAMILIAR SPECIAL ABILITIES

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
		<input type="checkbox"/>	=	+	+
		<input type="checkbox"/>	=	+	+
		<input type="checkbox"/>	=	+	+
		<input type="checkbox"/>	=	+	+
		<input type="checkbox"/>	=	+	+

FEAT	PAGE REF.
NOTES	

NOTES

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

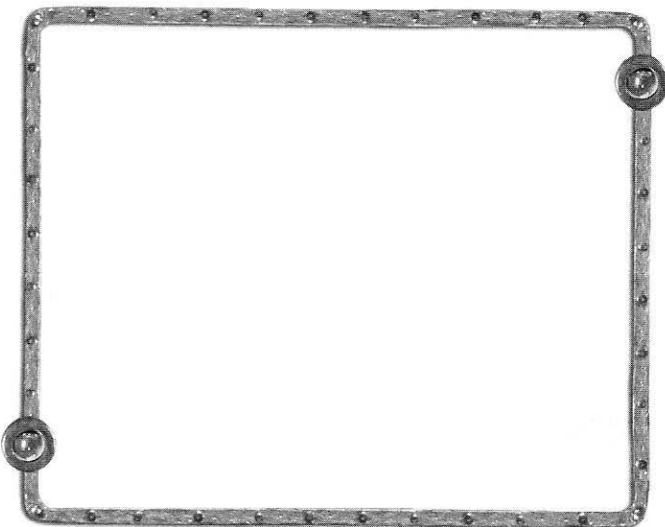
SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS



NOTES

SORCERER/WIZARD

SPELLS

0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

- ACID SPLASH _____
- ARCANE MARK _____
- DANCING LIGHTS _____
- DAZE _____
- DETECT MAGIC _____
- DETECT POISON _____
- DISRUPT UNDEAD _____
- FLARE _____
- GHOST SOUND _____
- LIGHT _____
- MAGE HAND _____
- MENDING _____
- MESSAGE _____
- OPEN/CLOSE _____
- PRESTIDIGITATION _____
- RAY OF FROST _____
- READ MAGIC _____
- RESISTANCE _____
- TOUCH OF FATIGUE _____
- _____
- _____
- _____

1ST-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

- ALARM _____
- ANIMATE ROPE _____
- BURNING HANDS _____
- CAUSE FEAR _____
- CHARM PERSON _____
- CHILL TOUCH _____
- COLOR SPRAY _____
- COMPREHEND LANGUAGES _____
- DETECT SECRET DOORS _____
- DETECT UNDEAD _____
- DISGUISE SELF _____
- ENDURE ELEMENTS _____
- ENLARGE PERSON _____
- ERASE _____
- EXPEDITIOUS RETREAT _____
- FEATHER FALL _____
- GREASE _____
- HOLD PORTAL _____
- HYPNOTISM _____
- IDENTIFY _____
- JUMP _____
- MAGE ARMOR _____
- MAGIC MISSILE _____

- MAGIC WEAPON _____
- MOUNT _____
- NYSTUL'S MAGIC AURA _____
- OBSCURING MIST _____
- PROTECTION FROM CHAOS _____
- PROTECTION FROM EVIL _____
- PROTECTION FROM GOOD _____
- PROTECTION FROM LAW _____
- RAY OF ENFEEBLEMENT _____
- REDUCE PERSON _____
- SHIELD _____
- SHOCKING GRASP _____
- SILENT IMAGE _____
- SLEEP _____
- SUMMON MONSTER I _____
- TENSER'S FLOATING DISK _____
- TRUE STRIKE _____
- UNSEEN SERVANT _____
- VENTRILOQUISM _____
- _____
- _____
- _____

2ND-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

- ALTER SELF _____
- ARCANE LOCK _____
- BEAR'S ENDURANCE _____
- BLINDNESS/DEAFNESS _____
- BLUR _____
- BULL'S STRENGTH _____
- CAT'S GRACE _____
- COMMAND UNDEAD _____
- CONTINUAL FLAME _____
- DARKNESS _____
- DARKVISION _____
- DAZE MONSTER _____
- DETECT THOUGHTS _____
- EAGLE'S SPLENDOR _____
- FALSE LIFE _____
- FLAMING SPHERE _____
- FOG CLOUD _____
- FOX'S CUNNING _____
- GHOUL TOUCH _____
- GLITTERDUST _____
- GUST OF WIND _____
- HYPNOTIC PATTERN _____
- INVISIBILITY _____
- KNOCK _____
- LEOMUND'S TRAP _____
- LEVITATE _____
- LOCATE OBJECT _____
- MAGIC MOUTH _____
- MELF'S ACID ARROW _____
- MINOR IMAGE _____
- MIRROR IMAGE _____
- MISDIRECTION _____
- OBSCURE OBJECT _____
- OWL'S WISDOM _____
- PROTECTION FROM ARROWS _____
- PYROTECHNICS _____

<input type="checkbox"/>	<input type="checkbox"/>	RESIST ENERGY _____
<input type="checkbox"/>	<input type="checkbox"/>	ROPE TRICK _____
<input type="checkbox"/>	<input type="checkbox"/>	SCARE _____
<input type="checkbox"/>	<input type="checkbox"/>	SCORCHING RAY _____
<input type="checkbox"/>	<input type="checkbox"/>	SEE INVISIBILITY _____
<input type="checkbox"/>	<input type="checkbox"/>	SHATTER _____
<input type="checkbox"/>	<input type="checkbox"/>	SPECTRAL HAND _____
<input type="checkbox"/>	<input type="checkbox"/>	SPIDER CLIMB _____
<input type="checkbox"/>	<input type="checkbox"/>	SUMMON MONSTER II _____
<input type="checkbox"/>	<input type="checkbox"/>	SUMMON SWARM _____
<input type="checkbox"/>	<input type="checkbox"/>	TASHA'S HIDEOUS LAUGHTER _____
<input type="checkbox"/>	<input type="checkbox"/>	TOUCH OF IDIOTCY _____
<input type="checkbox"/>	<input type="checkbox"/>	WEB _____
<input type="checkbox"/>	<input type="checkbox"/>	WHISPERING WIND _____
<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____

3RD-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

<input type="checkbox"/>	<input type="checkbox"/>	ARCANE SIGHT _____
<input type="checkbox"/>	<input type="checkbox"/>	BLINK _____
<input type="checkbox"/>	<input type="checkbox"/>	CLAIRAUDIENCE/CLAIRVOYANCE _____
<input type="checkbox"/>	<input type="checkbox"/>	DAYLIGHT _____
<input type="checkbox"/>	<input type="checkbox"/>	DEEP SLUMBER _____
<input type="checkbox"/>	<input type="checkbox"/>	DISPEL MAGIC _____
<input type="checkbox"/>	<input type="checkbox"/>	DISPLACEMENT _____
<input type="checkbox"/>	<input type="checkbox"/>	EXPLOSIVE RUNES _____
<input type="checkbox"/>	<input type="checkbox"/>	FIREBALL _____
<input type="checkbox"/>	<input type="checkbox"/>	FLAME ARROW _____
<input type="checkbox"/>	<input type="checkbox"/>	FLY _____
<input type="checkbox"/>	<input type="checkbox"/>	GASEOUS FORM _____
<input type="checkbox"/>	<input type="checkbox"/>	GENTLE REPOSE _____
<input type="checkbox"/>	<input type="checkbox"/>	HALT UNDEAD _____
<input type="checkbox"/>	<input type="checkbox"/>	HASTE _____
<input type="checkbox"/>	<input type="checkbox"/>	HEROISM _____
<input type="checkbox"/>	<input type="checkbox"/>	HOLD PERSON _____
<input type="checkbox"/>	<input type="checkbox"/>	ILLUSORY SCRIPT _____
<input type="checkbox"/>	<input type="checkbox"/>	INVISIBILITY SPHERE _____
<input type="checkbox"/>	<input type="checkbox"/>	KEEN EDGE _____
<input type="checkbox"/>	<input type="checkbox"/>	LEOMUND'S TINY HUT _____
<input type="checkbox"/>	<input type="checkbox"/>	LIGHTNING BOLT _____
<input type="checkbox"/>	<input type="checkbox"/>	MAGIC CIRCLE AGAINST CHAOS _____
<input type="checkbox"/>	<input type="checkbox"/>	MAGIC CIRCLE AGAINST EVIL _____
<input type="checkbox"/>	<input type="checkbox"/>	MAGIC CIRCLE AGAINST GOOD _____
<input type="checkbox"/>	<input type="checkbox"/>	MAGIC CIRCLE AGAINST LAW _____
<input type="checkbox"/>	<input type="checkbox"/>	MAGIC WEAPON, GREATER _____
<input type="checkbox"/>	<input type="checkbox"/>	MAJOR IMAGE _____
<input type="checkbox"/>	<input type="checkbox"/>	NONDETECTION _____
<input type="checkbox"/>	<input type="checkbox"/>	PHANTOM STEED _____
<input type="checkbox"/>	<input type="checkbox"/>	PROTECTION FROM ENERGY _____
<input type="checkbox"/>	<input type="checkbox"/>	RAGE _____
<input type="checkbox"/>	<input type="checkbox"/>	RAY OF EXHAUSTION _____
<input type="checkbox"/>	<input type="checkbox"/>	SECRET PAGE _____
<input type="checkbox"/>	<input type="checkbox"/>	SEPIA SNAKE SIGIL _____
<input type="checkbox"/>	<input type="checkbox"/>	SHRINK ITEM _____
<input type="checkbox"/>	<input type="checkbox"/>	SLEET STORM _____
<input type="checkbox"/>	<input type="checkbox"/>	SLOW _____
<input type="checkbox"/>	<input type="checkbox"/>	STINKING CLOUD _____
<input type="checkbox"/>	<input type="checkbox"/>	SUGGESTION _____
<input type="checkbox"/>	<input type="checkbox"/>	SUMMON MONSTER III _____

<input type="checkbox"/>	<input type="checkbox"/>	TONGUES _____
<input type="checkbox"/>	<input type="checkbox"/>	VAMPIRIC TOUCH _____
<input type="checkbox"/>	<input type="checkbox"/>	WATER BREATHING _____
<input type="checkbox"/>	<input type="checkbox"/>	WIND WALL _____
<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____

4TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

<input type="checkbox"/>	<input type="checkbox"/>	ANIMATE DEAD _____
<input type="checkbox"/>	<input type="checkbox"/>	ARCANE EYE _____
<input type="checkbox"/>	<input type="checkbox"/>	BESTOW CURSE _____
<input type="checkbox"/>	<input type="checkbox"/>	CHARM MONSTER _____
<input type="checkbox"/>	<input type="checkbox"/>	CONFUSION _____
<input type="checkbox"/>	<input type="checkbox"/>	CONTAGION _____
<input type="checkbox"/>	<input type="checkbox"/>	CRUSHING DESPAIR _____
<input type="checkbox"/>	<input type="checkbox"/>	DETECT SCRYING _____
<input type="checkbox"/>	<input type="checkbox"/>	DIMENSION DOOR _____
<input type="checkbox"/>	<input type="checkbox"/>	DIMENSIONAL ANCHOR _____
<input type="checkbox"/>	<input type="checkbox"/>	ENERVATION _____
<input type="checkbox"/>	<input type="checkbox"/>	ENLARGE PERSON, MASS _____
<input type="checkbox"/>	<input type="checkbox"/>	EVARD'S BLACK TENTACLES _____
<input type="checkbox"/>	<input type="checkbox"/>	FEAR _____
<input type="checkbox"/>	<input type="checkbox"/>	FIRE SHIELD _____
<input type="checkbox"/>	<input type="checkbox"/>	FIRE TRAP _____
<input type="checkbox"/>	<input type="checkbox"/>	GEAS, LESSER _____
<input type="checkbox"/>	<input type="checkbox"/>	GLOBE OF INVULNERABILITY, LESSER _____
<input type="checkbox"/>	<input type="checkbox"/>	HALLUCINATORY TERRAIN _____
<input type="checkbox"/>	<input type="checkbox"/>	ICE STORM _____
<input type="checkbox"/>	<input type="checkbox"/>	ILLUSORY WALL _____
<input type="checkbox"/>	<input type="checkbox"/>	INVISIBILITY, GREATER _____
<input type="checkbox"/>	<input type="checkbox"/>	LEOMUND'S SECURE SHELTER _____
<input type="checkbox"/>	<input type="checkbox"/>	LOCATE CREATURE _____
<input type="checkbox"/>	<input type="checkbox"/>	MINOR CREATION _____
<input type="checkbox"/>	<input type="checkbox"/>	OTILUKE'S RESILIENT SPHERE _____
<input type="checkbox"/>	<input type="checkbox"/>	PHANTASMAL KILLER _____
<input type="checkbox"/>	<input type="checkbox"/>	POLYMORPH _____
<input type="checkbox"/>	<input type="checkbox"/>	RAINBOW PATTERN _____
<input type="checkbox"/>	<input type="checkbox"/>	RARY'S MNEMONIC ENHANCER _____
<input type="checkbox"/>	<input type="checkbox"/>	REDUCE PERSON, MASS _____
<input type="checkbox"/>	<input type="checkbox"/>	REMOVE CURSE _____
<input type="checkbox"/>	<input type="checkbox"/>	SCRYING _____
<input type="checkbox"/>	<input type="checkbox"/>	SHADOW CONJURATION _____
<input type="checkbox"/>	<input type="checkbox"/>	SHOUT _____
<input type="checkbox"/>	<input type="checkbox"/>	SOLID FOG _____
<input type="checkbox"/>	<input type="checkbox"/>	STONE SHAPE _____
<input type="checkbox"/>	<input type="checkbox"/>	STONESKIN _____
<input type="checkbox"/>	<input type="checkbox"/>	SUMMON MONSTER IV _____
<input type="checkbox"/>	<input type="checkbox"/>	WALL OF FIRE _____
<input type="checkbox"/>	<input type="checkbox"/>	WALL OF ICE _____
<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____

5TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

- | | | |
|--------------------------|--------------------------|--------------------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | ANIMAL GROWTH _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | BALEFUL POLYMORPH _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | BIGBY'S INTERPOSING HAND _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | BLIGHT _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | BREAK ENCHANTMENT _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CLOUDKILL _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CONE OF COLD _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CONTACT OTHER PLANE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | DISMISSAL _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | DOMINATE PERSON _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | DREAM _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | FABRICATE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | FALSE VISION _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | FEEBLEMIND _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | HOLD MONSTER _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | LEOMUND'S SECRET CHEST _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MAGIC JAR _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MAJOR CREATION _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MIND FOG _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MIRAGE ARCANA _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MORDENKAINEN'S FAITHFUL HOUND _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MORDENKAINEN'S PRIVATE SANCTUM _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | NIGHTMARE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | OVERLAND FLIGHT _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | PASSWALL _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | PERMANENCY _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | PERSISTENT IMAGE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | PLANAR BINDING, LESSER _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | PRYING EYES _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | RARY'S TELEPATHIC BOND _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SEEMING _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SENDING _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SHADOW EVOCATION _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SUMMON MONSTER V _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SYMBOL OF PAIN _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SYMBOL OF SLEEP _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | TELEKINESIS _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | TELEPORT _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | TRANSMUTE MUD TO ROCK _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | TRANSMUTE ROCK TO MUD _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | WALL OF FORCE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | WALL OF STONE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | WAVES OF FATIGUE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | _____ |

6TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

- | | | |
|--------------------------|--------------------------|------------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | ACID FOG _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | ANALYZE DWEOMER _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | ANTIMAGIC FIELD _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | BEAR'S ENDURANCE, MASS _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | BIGBY'S FORCEFUL HAND _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | BULL'S STRENGTH, MASS _____ |

- | | | |
|--------------------------|--------------------------|----------------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | CAT'S GRACE, MASS _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CHAIN LIGHTNING _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CIRCLE OF DEATH _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CONTINGENCY _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CONTROL WATER _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CREATE UNDEAD _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | DISINTEGRATE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | DISPEL MAGIC, GREATER _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | EAGLE'S SPLENDOR, MASS _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | EYEBITE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | FLESH TO STONE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | FOX'S CUNNING, MASS _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | GEAS/QUEST _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | GLOBE OF INVULNERABILITY _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | GUARDS AND WARDS _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | HEROISM, GREATER _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | LEGEND LORE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MISLEAD _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MORDENKAINEN'S LUCUBRATION _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MOVE EARTH _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | OTILUKE'S FREEZING SPHERE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | OWL'S WISDOM, MASS _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | PERMANENT IMAGE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | PLANAR BINDING _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | PROGRAMMED IMAGE _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | REPULSION _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SHADOW WALK _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | STONE TO FLESH _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SUGGESTION, MASS _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SUMMON MONSTER VI _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SYMBOL OF FEAR _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SYMBOL OF PERSUASION _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | TENSER'S TRANSFORMATION _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | TRUE SEEING _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | UNDEATH TO DEATH _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | VEIL _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | WALL OF IRON _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | _____ |



7TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

- ARCANE SIGHT, GREATER _____
- BANISHMENT _____
- BIGBY'S GRASPING HAND _____
- CONTROL UNDEAD _____
- CONTROL WEATHER _____
- DELAYED BLAST FIREBALL _____
- DRAWMIJ'S INSTANT SUMMONS _____
- ETHEREAL JAUNT _____
- FINGER OF DEATH _____
- FORCECAGE _____
- HOLD PERSON, MASS _____
- INSANITY _____
- INVISIBILITY, MASS _____
- LIMITED WISH _____
- MORDENKAINEN'S MAGNIFICENT MANSION _____
- MORDENKAINEN'S SWORD _____
- PHASE DOOR _____
- PLANE SHIFT _____
- POWER WORD BLIND _____
- PRISMATIC SPRAY _____
- PROJECT IMAGE _____
- REVERSE GRAVITY _____
- SCRYING, GREATER _____
- SEQUESTER _____
- SHADOW CONJURATION, GREATER _____
- SIMULACRUM _____
- SPELL TURNING _____
- STATUE _____
- SUMMON MONSTER VII _____
- SYMBOL OF STUNNING _____
- SYMBOL OF WEAKNESS _____
- TELEPORT, GREATER _____
- TELEPORT OBJECT _____
- VISION _____
- WAVES OF EXHAUSTION _____
- _____
- _____
- _____

8TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

- ANTIPATHY _____
- BIGBY'S CLENCHED FIST _____
- BINDING _____
- CHARM MONSTER, MASS _____
- CLONE _____
- CREATE GREATER UNDEAD _____
- DEMAND _____
- DIMENSIONAL LOCK _____
- DISCERN LOCATION _____
- HORRID WILTING _____
- INCENDIARY CLOUD _____
- IRON BODY _____
- MAZE _____
- MIND BLANK _____
- MOMENT OF PRESCIENCE _____

- OTILUKE'S TELEKINETIC SPHERE _____
- OTTO'S IRRESISTIBLE DANCE _____
- PLANAR BINDING, GREATER _____
- POLAR RAY _____
- POLYMORPH ANY OBJECT _____
- POWER WORD STUN _____
- PRISMATIC WALL _____
- PROTECTION FROM SPELLS _____
- PRYING EYES, GREATER _____
- SCINTILLATING PATTERN _____
- SCREEN _____
- SHADOW EVOCATION, GREATER _____
- SHOUT, GREATER _____
- SUMMON MONSTER VIII _____
- SUNBURST _____
- SYMBOL OF DEATH _____
- SYMBOL OF INSANITY _____
- SYMPATHY _____
- TEMPORAL STASIS _____
- TRAP THE SOUL _____
- _____
- _____
- _____

9TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

- ASTRAL PROJECTION _____
- BIGBY'S CRUSHING HAND _____
- DOMINATE MONSTER _____
- ENERGY DRAIN _____
- ETHEREALNESS _____
- FORESIGHT _____
- FREEDOM _____
- GATE _____
- HOLD MONSTER, MASS _____
- IMPRISONMENT _____
- METEOR SWARM _____
- MORDENKAINEN'S DISJUNCTION _____
- POWER WORD KILL _____
- PRISMATIC SPHERE _____
- REFUGE _____
- SHADES _____
- SHAPECHANGE _____
- SOUL BIND _____
- SUMMON MONSTER IX _____
- TELEPORTATION CIRCLE _____
- TIME STOP _____
- WAIL OF THE BANSHEE _____
- WEIRD _____
- WISH _____
- _____
- _____
- _____