

# DUNGEONS & DRAGONS®

Accessory

## DELUXE CHARACTER SHEETS



BONUS d20 MODERN® CHARACTER SHEETS INCLUDED



# DUNGEONS & DRAGONS®



WAP.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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

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

**TOUCH**  
ARMOR CLASS \_\_\_\_\_

**FLAT-FOOTED**  
ARMOR CLASS \_\_\_\_\_

TOTAL	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS	
	ROUNDS/CURRENT HP

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
<b>INITIATIVE</b> MODIFIER		

**CONDITIONAL AC MODIFIERS**

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

**BASE ATTACK BONUS** \_\_\_\_\_

**SPELL RESISTANCE** \_\_\_\_\_

GRAPPLE	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER
<b>MODIFIER</b>					

**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 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 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 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"/>	_____	_____				

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







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<b>NOTES</b>



## 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			

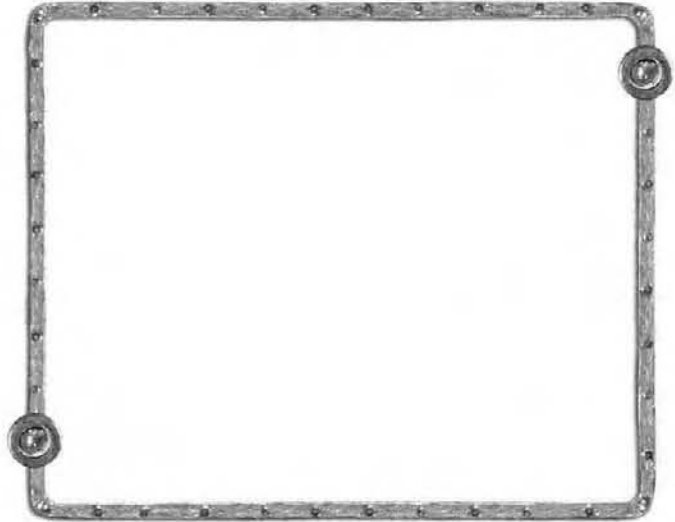
SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

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

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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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<b>RAGE</b>									
RAGES/DAY	DURATION	STR/CON BONUS	WILL SAVE BONUS	AC PENALTY	RACES 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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

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

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS	
WOUNDS/CURRENT HP	

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
<b>INITIATIVE</b> MODIFIER		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (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 checked="" type="checkbox"/>	APPRAISE ■	INT				
<input checked="" type="checkbox"/>	BALANCE ■	DEX*				
<input checked="" 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 checked="" type="checkbox"/>	DECIPHER SCRIPT	INT				
<input checked="" type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input checked="" type="checkbox"/>	DISGUISE ■	CHA				
<input checked="" type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input checked="" type="checkbox"/>	FORGERY ■	INT				
<input checked="" 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 ( )	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE ( )	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE ( )	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE ( )	INT				
<input checked="" 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 checked="" type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input checked="" type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SURVIVAL ■	WIS				
<input checked="" type="checkbox"/>	SWIM ■	STR*				
<input checked="" type="checkbox"/>	TUMBLE ■	DEX*				
<input checked="" 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.)







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## SPELLS

<b>SPELL SAVE</b>	<b>DC MOD</b>	<b>ARCANE SPELL FAILURE</b>	<input type="checkbox"/>	
CONDITIONAL MODIFIERS				
<b>SPELLS KNOWN</b>	<b>SPELL SAVE DC</b>	<b>LEVEL</b>	<b>SPELLS/DAY</b>	<b>BONUS SPELLS</b>
<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
<b>CHECK PENALTY</b>	<b>SPELL FAILURE</b>	<b>SPEED</b>	<b>WEIGHT</b>
			<b>SPECIAL PROPERTIES</b>
SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
<b>SPELL FAILURE</b>	<b>SPECIAL PROPERTIES</b>		
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES



## EXPERIENCE

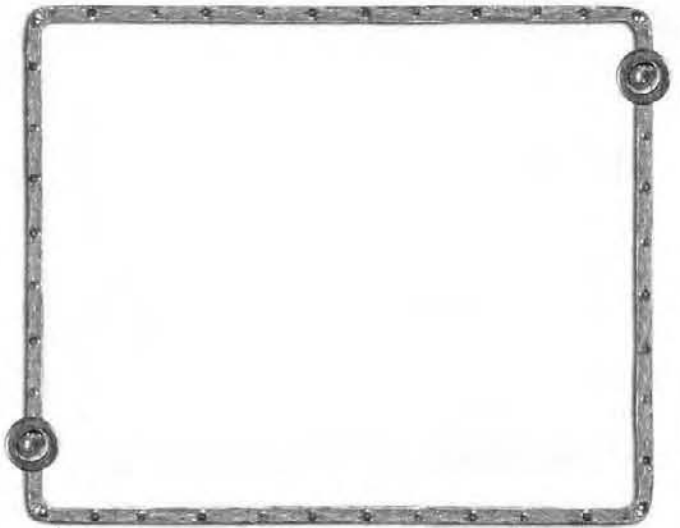
EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

## RACIAL TRAITS



## CLASS FEATURES

BARDIC KNOWLEDGE CHECK  
1d20 + BARD LEVEL + INT MODIFIER

BARDIC SONGS/DAY

SONGS USED

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

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### 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 \_\_\_\_\_

CAMPAIN \_\_\_\_\_

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

AC	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

HP	TOTAL	NONLETHAL DAMAGE
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
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (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

**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 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 Swims.)



## POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT	ITEM	LOCATION	PAGE REF.	WEIGHT
<b>TOTAL WEIGHT CARRIED</b>							

## WANDS AND STAFFS

WAND OR STAFF	CASTER LEVEL	DC	CHARGES SPENT
			<div style="display: flex; gap: 5px;"> <span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span> </div>
			<div style="display: flex; gap: 5px;"> <span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span> </div>
			<div style="display: flex; gap: 5px;"> <span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span><span>□</span> </div>

## 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 + 1st bonus  
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

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## CONTAINERS

CONTAINER	CAPACITY	WEIGHT

## WEALTH

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

<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
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<b>FEAT</b>	PAGE REF.
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NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	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
<b>DOMAIN SPELLS</b> <input type="checkbox"/> 1 _____ <input type="checkbox"/> 2 _____ <input type="checkbox"/> 3 _____ <input type="checkbox"/> 4 _____ <input type="checkbox"/> 5 _____ <input type="checkbox"/> 6 _____ <input type="checkbox"/> 7 _____ <input type="checkbox"/> 8 _____ <input type="checkbox"/> 9 _____	<b>DOMAIN SPELLS</b> <input type="checkbox"/> 1 _____ <input type="checkbox"/> 2 _____ <input type="checkbox"/> 3 _____ <input type="checkbox"/> 4 _____ <input type="checkbox"/> 5 _____ <input type="checkbox"/> 6 _____ <input type="checkbox"/> 7 _____ <input type="checkbox"/> 8 _____ <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

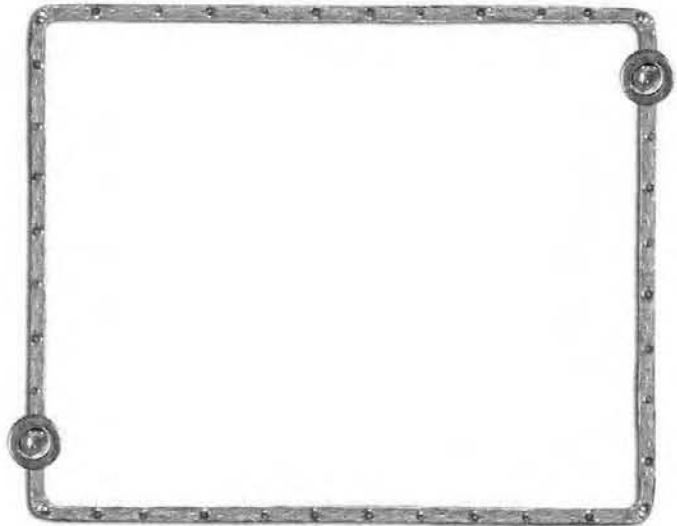
PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

## RACIAL TRAITS



## CLASS FEATURES

TURN/REBUKE  
UNDEAD TIMES/DAY

TURNING CHECK  
MODIFIER

TURNS  
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"/>	<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)	NUMBER OF HD TURNED = 2d6 + CLERIC LEVEL + CHA MODIFIER
UP TO 0	CLERIC'S LEVEL - 4	<p>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.</p>
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	

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<sup>⚡</sup> \_\_\_\_\_

*\*Cast as an air spell only.*

### ANIMAL DOMAIN

- 1 CALM ANIMALS \_\_\_\_\_
- 2 HOLD ANIMAL \_\_\_\_\_
- 3 DOMINATE ANIMAL \_\_\_\_\_
- 4 SUMMON NATURE'S ALLY IV<sup>⚡</sup> \_\_\_\_\_
- 5 COMMUNE WITH NATURE \_\_\_\_\_
- 6 ANTILIFE SHELL \_\_\_\_\_
- 7 ANIMAL SHAPES \_\_\_\_\_
- 8 SUMMON NATURE'S ALLY VIII<sup>⚡</sup> \_\_\_\_\_
- 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<sup>⚡</sup> \_\_\_\_\_

*\*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<sup>⚡</sup> \_\_\_\_\_

*\*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<sup>⚡</sup> \_\_\_\_\_

*\*Cast as an evil spell only.*

### FIRE DOMAIN

- 1 BURNING HANDS \_\_\_\_\_
- 2 PRODUCE FLAME \_\_\_\_\_
- 3 RESIST ENERGY<sup>⚡</sup> \_\_\_\_\_
- 4 WALL OF FIRE \_\_\_\_\_
- 5 FIRE SHIELD \_\_\_\_\_
- 6 FIRE SEEDS \_\_\_\_\_
- 7 FIRE STORM \_\_\_\_\_
- 8 INCENDIARY CLOUD \_\_\_\_\_
- 9 ELEMENTAL SWARM<sup>⚡</sup> \_\_\_\_\_

*\*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<sup>⚡</sup> \_\_\_\_\_

*\*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<sup>2</sup> \_\_\_\_\_

<sup>2</sup>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<sup>2</sup> \_\_\_\_\_

<sup>2</sup>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 \_\_\_\_\_
- INFLECT 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 \_\_\_\_\_
- INFLECT 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 \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_









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<b>NOTES</b>	
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## EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

<b>TALENT/ABILITY</b>	<b>PAGE REF.</b>
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## POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

## CARRYING CAPACITY

<b>LIGHT LOAD</b>	<b>MEDIUM LOAD</b>	<b>HEAVY LOAD</b>
<div style="border: 1px solid black; width: 80%; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 80%; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 80%; height: 40px; margin: 0 auto;"></div>
<b>LIFT OVER HEAD</b> EQUALS MAX LOAD	<b>LIFT OFF GROUND</b> 2 X MAX LOAD	<b>PUSH OR DRAG</b> 5 X MAX LOAD
<div style="border: 1px solid black; width: 80%; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 80%; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 80%; height: 40px; margin: 0 auto;"></div>

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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

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

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

HP	HIT POINTS	NONLETHAL DAMAGE
TOTAL		
	WOUNDS/CURRENT HP	

DAMAGE REDUCTION	TOTAL	DEX MODIFIER	MISC. MODIFIER

INITIATIVE MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (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** | MAX RANKS (CLASS/GROSS CLASS) /

CLASS SKILLS	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
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input 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—			

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	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		

<b>SAVES</b>	FORG	REF	WILL	<b>ABILITIES</b>	STR	DEX	CON	INT	WIS	CHA
--------------	------	-----	------	------------------	-----	-----	-----	-----	-----	-----

#### SPECIAL ABILITIES OR QUALITIES


#### TRICKS


#### SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	

### SPELLS

SPELL SAVE	DC MOD	ARCANE SPELL FAILURE	%
CONDITIONAL MODIFIERS			

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
		0		
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

### 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					

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




# DRUID

## SPELLS

### 0-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

- ANTLIFE 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 NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

CLASS AND LEVEL \_\_\_\_\_

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_

SIZE \_\_\_\_\_

AGE \_\_\_\_\_

GENDER \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

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

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

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP	

WOUNDS/CURRENT HP
-------------------

DAMAGE REDUCTION
------------------

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE		

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

**BASE ATTACK BONUS** \_\_\_\_\_

**SPELL RESISTANCE** \_\_\_\_\_

<b>GRAPPLE</b> MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	<b>SPEED</b>
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION \_\_\_\_\_

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

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

AMMUNITION \_\_\_\_\_

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

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

AMMUNITION \_\_\_\_\_

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

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

RANGE	TYPE	NOTES
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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 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 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 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 3 X MAX LOAD
<input style="width: 60px; height: 30px;" type="text"/>	<input style="width: 60px; height: 30px;" type="text"/>	<input style="width: 60px; height: 30px;" type="text"/>	<input style="width: 60px; height: 30px;" type="text"/>	<input style="width: 60px; height: 30px;" type="text"/>	<input style="width: 60px; height: 30px;" type="text"/>

## LANGUAGES

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


## CONTAINERS

CONTAINER	CAPACITY	WEIGHT

## WEALTH

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



## 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

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## NOTES

# EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

**FEAT**

PAGE REF.

NOTES

**FEAT**

PAGE REF.

NOTES

**FEAT**

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**FEAT**

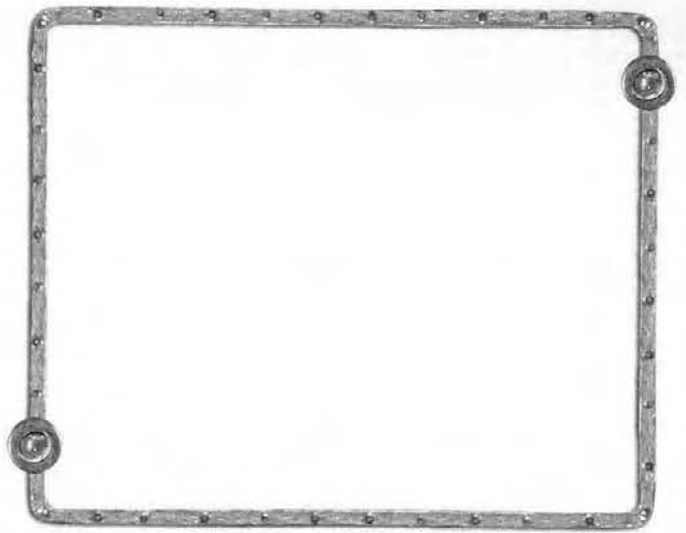
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NOTES

**FEAT**

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**FEAT**

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**FEAT**

PAGE REF.

NOTES

# DUNGEONS & DRAGONS

## 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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

<b>AC</b> 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

<b>HP</b> HIT POINTS	TOTAL	NONLETHAL DAMAGE
	WOUNDS/CURRENT HP	

<b>DAMAGE REDUCTION</b>	
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<b>INITIATIVE</b> MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER
		+	+

**CONDITIONAL AC MODIFIERS**

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

**BASE ATTACK BONUS**

**SPELL RESISTANCE**

<b>GRAPPLE</b> MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER

**SPEED**

### 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 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 Swims.)





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NOTES	

## NOTES

## SPELLS

<b>SPELL SAVE</b> <input type="text"/>	DC MOD	<b>ARCANE SPELL FAILURE</b> <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"/>
<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

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PROHIBITED SCHOOLS

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## 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

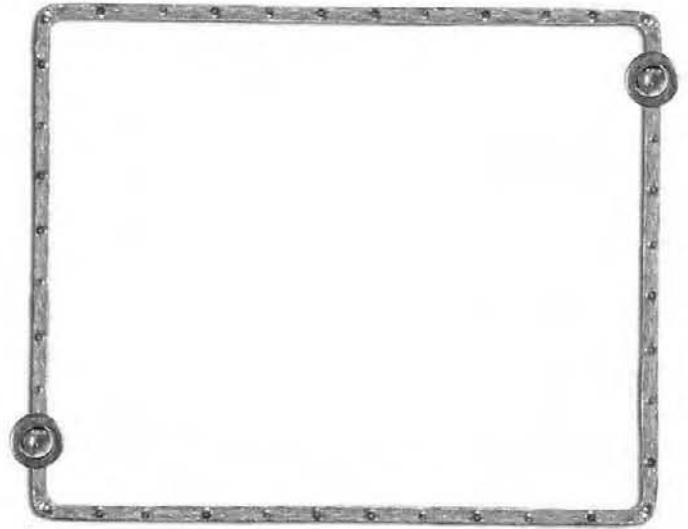
SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

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.
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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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	WIS MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
<b>AC</b> ARMOR CLASS	+10	+	+	+	+	+	+	+

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS	
	WOUNDS/CURRENT HP

TOTAL	DEX MODIFIER	MISC. MODIFIER
<b>DAMAGE REDUCTION</b>		

TOTAL	DEX MODIFIER	MISC. MODIFIER
<b>INITIATIVE MODIFIER</b>		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (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** 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 EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 3 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—			



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<b>FEAT</b>	<b>PAGE REF.</b>
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<b>FEAT</b>	<b>PAGE REF.</b>
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<b>NOTES</b>	

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

**NOTES**

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## EXPERIENCE

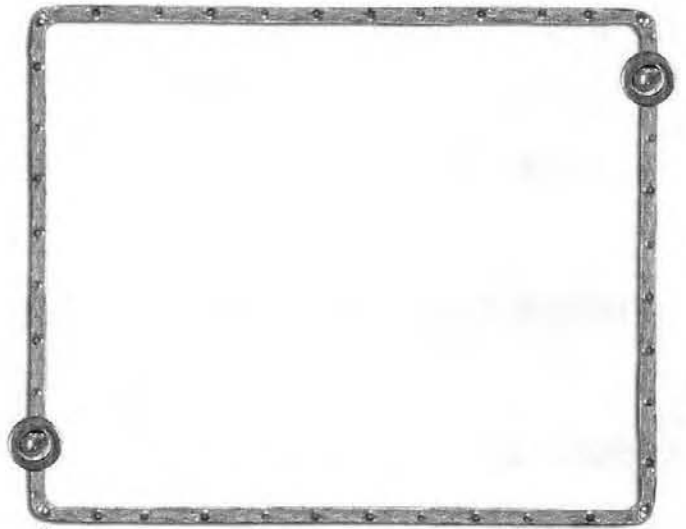
EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

## RACIAL TRAITS



## CLASS FEATURES

SLOW FALL  
DISTANCE

CLASS FEATURE

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CLASS FEATURE

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CLASS FEATURE

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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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	DEFLECTION MODIFIER	MISC. MODIFIER
<b>AC</b> ARMOR CLASS	+10	+	+	+	+	+	+

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS	
	WOUNDS/CURRENT HP

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
<b>INITIATIVE</b> MODIFIER		

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

**BASE ATTACK BONUS** \_\_\_\_\_

**SPELL RESISTANCE** \_\_\_\_\_

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

**ATTACK** \_\_\_\_\_

RANGE	TYPE	NOTES

**ATTACK** \_\_\_\_\_

RANGE	TYPE	NOTES

**ATTACK** \_\_\_\_\_

RANGE	TYPE	NOTES

**ATTACK** \_\_\_\_\_

RANGE	TYPE	NOTES

**ATTACK** \_\_\_\_\_

RANGE	TYPE	NOTES

**CONDITIONAL AC MODIFIERS**

**SKILLS** (CLASS/CROSS CLASS) /

CLASS SKILLS	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>2 X MAX LOAD</small>	PUSH OR DRAG <small>3 X MAX LOAD</small>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input 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—			



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NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	

<b>SPELLS</b>			
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"/>

<b>MOUNT</b>			
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		

<b>SAVES</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>ABILITIES</b>	<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

<b>SPECIAL ABILITIES OR QUALITIES</b>	
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

<b>SKILLS</b>					
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"/>	=	<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"/>	<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"/>

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	

<b>NOTES</b>	

## EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

## CLASS FEATURES

CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
NOTES	

## SMITE

SMITES/DAY	ATTACK BONUS	DAMAGE BONUS	SMITES USED
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

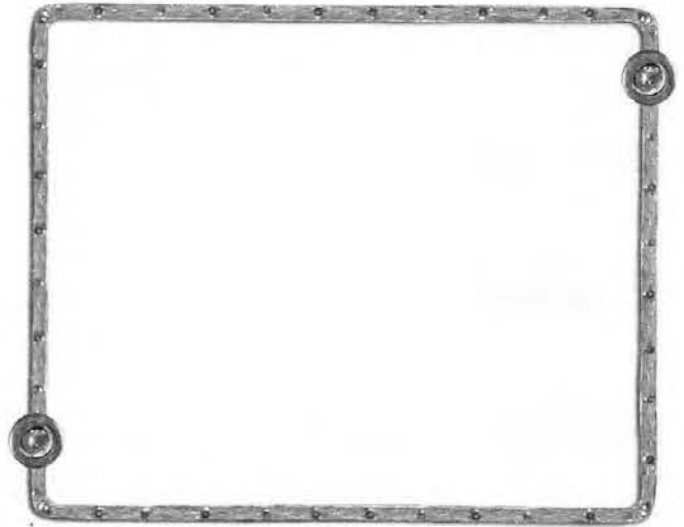
## TURN OR REBUKE UNDEAD

TURN/REBUKE UNDEAD TIMES/DAY	TURNING CHECK MODIFIER	TURNS USED
		<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)	NUMBER OF HD TURNED =
UP TO 0	PALADIN'S LEVEL - 7	2d6
1-3	PALADIN'S LEVEL - 6	+ PALADIN LEVEL - 3
4-6	PALADIN'S LEVEL - 5	+ CHA MODIFIER
7-9	PALADIN'S LEVEL - 4	
10-12	PALADIN'S LEVEL - 3	
13-15	PALADIN'S LEVEL - 2	
16-18	PALADIN'S LEVEL - 1	
19-21	PALADIN'S LEVEL	
22+	PALADIN'S LEVEL + 1	

IF PALADIN LEVEL IS DOUBLE THE HD OF THE UNDEAD OR MORE, THE UNDEAD ARE DESTROYED RATHER THAN TURNED.



## RACIAL TRAITS


## 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

# 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

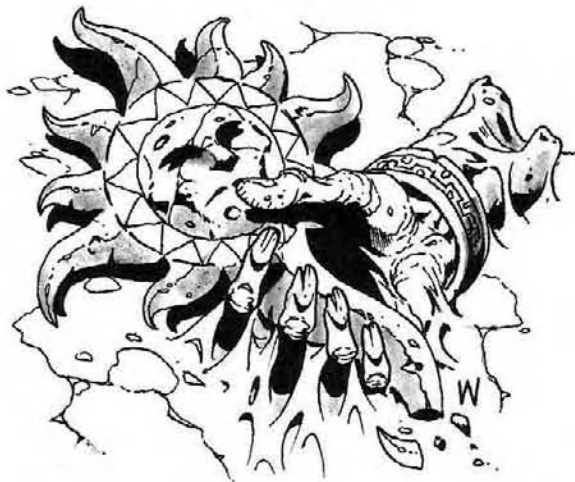
- CURE MODERATE WOUNDS \_\_\_\_\_
- DAYLIGHT \_\_\_\_\_
- DISCERN LIES \_\_\_\_\_
- DISPEL MAGIC \_\_\_\_\_
- HEAL MOUNT \_\_\_\_\_
- MAGIC CIRCLE AGAINST CHAOS \_\_\_\_\_
- MAGIC CIRCLE AGAINST EVIL \_\_\_\_\_
- MAGIC WEAPON, GREATER \_\_\_\_\_
- PRAYER \_\_\_\_\_
- REMOVE BLINDNESS/DEAFNESS \_\_\_\_\_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

PLAYER \_\_\_\_\_

CLASS AND LEVEL \_\_\_\_\_

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_

SIZE \_\_\_\_\_

AGE \_\_\_\_\_

GENDER \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

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

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
<b>AC</b> ARMOR CLASS	-10						

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS	
	WOUNDS/CURRENT HP
	DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
<b>INITIATIVE</b> MODIFIER		

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

**CONDITIONAL AC MODIFIERS**

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

CLASS SKILLS	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

<b>LIGHT LOAD</b>	<b>MEDIUM LOAD</b>	<b>HEAVY LOAD</b>	<b>LIFT OVER HEAD</b> <small>EQUIP'S MAX LOAD</small>	<b>LIFT OFF GROUND</b> <small>2 X MAX LOAD</small>	<b>PUSH OR DRAG</b> <small>3 X MAX LOAD</small>
<input style="width: 100px; height: 30px; border: 1px solid black;" type="text"/>	<input style="width: 100px; height: 30px; border: 1px solid black;" type="text"/>	<input style="width: 100px; height: 30px; border: 1px solid black;" type="text"/>	<input style="width: 100px; height: 30px; border: 1px solid black;" type="text"/>	<input style="width: 100px; height: 30px; border: 1px solid black;" type="text"/>	<input style="width: 100px; height: 30px; border: 1px solid black;" 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—			

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	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	CRAPPLE	ATTACK	
FULL ATTACK			
SPACE	REACH		

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

#### SPECIAL ABILITIES OR QUALITIES

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#### TRICKS

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#### 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"/>	=	+	+

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	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

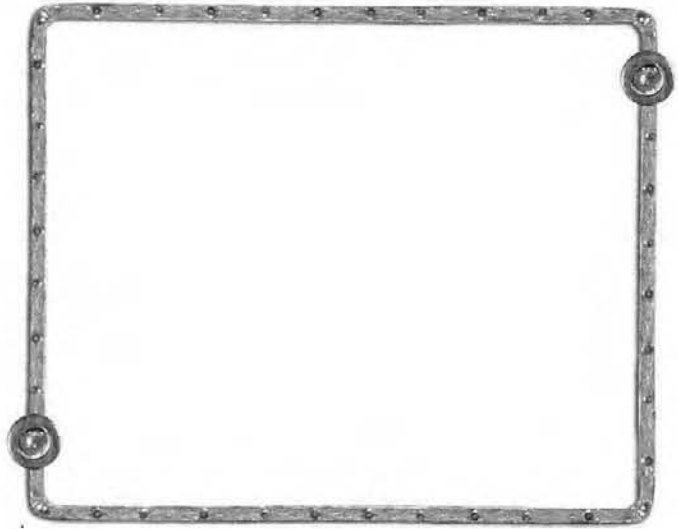
ARMOR/PROTECTIVE ITEMS				
ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

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	BONUS <sup>2</sup>
_____	[+ ]
_____	[+ ]
_____	[+ ]
_____	[+ ]
_____	[+ ]

<sup>2</sup> 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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

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

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS	
	WOUNDS/CURRENT HP

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
<b>INITIATIVE</b> MODIFIER		

### CONDITIONAL AC MODIFIERS

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

**BASE ATTACK BONUS** \_\_\_\_\_

**SPELL RESISTANCE** \_\_\_\_\_

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

### ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION

### ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION

### ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION

### ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION

### ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION

### SKILLS

CLASS SKILLS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/>	APPRAISE ■	INT				
<input checked="" type="checkbox"/>	BALANCE ■	DEX*				
<input checked="" type="checkbox"/>	BLUFF ■	CHA				
<input 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 checked="" type="checkbox"/>	DECIPHER SCRIPT	INT				
<input checked="" type="checkbox"/>	DIPLOMACY ■	CHA				
<input checked="" type="checkbox"/>	DISABLE DEVICE	INT				
<input checked="" type="checkbox"/>	DISGUISE ■	CHA				
<input checked="" type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input checked="" type="checkbox"/>	FORGERY ■	INT				
<input checked="" type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL ■	WIS				
<input checked="" type="checkbox"/>	HIDE ■	DEX*				
<input checked="" type="checkbox"/>	INTIMIDATE ■	CHA				
<input checked="" type="checkbox"/>	JUMP ■	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (LOCAL)	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 checked="" type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input checked="" 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 checked="" type="checkbox"/>	SEARCH ■	INT				
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input checked="" 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 checked="" 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
<b>TOTAL WEIGHT CARRIED</b>							

**CARRYING CAPACITY**

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

**LANGUAGES**

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

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**CONTAINERS**

CONTAINER	CAPACITY	WEIGHT

**WEALTH**

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

<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	

## NOTES

## SKILL DCs

### BALANCE

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

<b>DIFFICULT SURFACE</b>	BALANCE DC <sup>1</sup>
• Uneven flagstone	10 <sup>1</sup>
• Hewn stone floor	10 <sup>2</sup>
• Sloped or angled floor	12 <sup>2</sup>

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

<b>NARROW SURFACE</b>	DC MODIFIER <sup>1</sup>
• Lightly obstructed	+2
• Severely obstructed	+5
• Lightly slippery	+2
• Severely slippery	+5

<sup>1</sup> These modifiers stack.

<b>BLUFF</b>	SENSE MOTIVE MODIFIER
<b>CIRCUMSTANCES</b>	
• 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

<b>CLIMB DC</b>	<b>EXAMPLE SURFACE OR ACTIVITY</b>
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 <i>rope trick</i> 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.

<b>DC MODIFIER<sup>1</sup></b>	<b>EXAMPLE SURFACE OR ACTIVITY</b>
-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

<sup>1</sup> These modifiers stack.

### DISABLE DEVICE

<b>DEVICE</b>	<b>TIME</b>	<b>DISABLE DEVICE DC<sup>1</sup></b>
• Simple	1 round	10
• Tricky	1d4 rounds	15
• Difficult	2d4 rounds	20
• Wicked	2d4 rounds	25

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

### DISGUISE

<b>DISGUISE</b>	<b>DISGUISE CHECK MODIFIER</b>
• Minor details only	+5
• Disguised as different gender <sup>1</sup>	-2
• Disguised as different race <sup>1</sup>	-2
• Disguised as different age category <sup>1</sup>	-2 <sup>2</sup>

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

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

### ESCAPE ARTIST

<b>RESTRAINT</b>	<b>ESCAPE ARTIST DC</b>
• Ropes	Binder's Use Rope check +10
• Net, <i>animals rope</i> spell, <i>command plants</i> spell, <i>control plants</i> spell, or <i>entangle</i> spell	20
• Snare spell	23

<b>RESTRAINT</b>	<b>ESCAPE ARTIST DC</b>
• Manacles	30
• Tight space	30
• Masterwork manacles	35
• Grappler	Grappler's grapple check result

### JUMP

<b>LONG JUMP DISTANCE<sup>1</sup></b>	<b>JUMP DC<sup>1</sup></b>	<b>HIGH JUMP DISTANCE<sup>2</sup></b>	<b>JUMP DC<sup>1</sup></b>
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 ...

<sup>1</sup> Requires a 20-foot running start. Without a running start, double the DC.

<sup>2</sup> Not including vertical reach (see *Player's Handbook*, page 77).

### MOVE SILENTLY

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

### OPEN LOCK

<b>LOCK</b>	<b>DC</b>	<b>LOCK</b>	<b>DC</b>
Very simple lock	20	Good lock	30
Average lock	25	Amazing lock	40

### SEARCH

<b>TASK</b>	<b>SEARCH DC</b>
• 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 <sup>1</sup>

<sup>1</sup> 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

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

### TUMBLE

<b>TUMBLE DC</b>	<b>TASK</b>
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15 <sup>1</sup>	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 <sup>1</sup>	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.

<sup>1</sup> Each additional enemy after the first adds +2 to the Tumble DC.

### USE MAGIC DEVICE

<b>TASK</b>	<b>USE MAGIC DEVICE DC</b>
• 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 <sup>1</sup>
• Emulate a race	25
• Emulate an alignment	30

<sup>1</sup> See *Player's Handbook*, page 85.

### USE ROPE

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

<sup>1</sup> 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

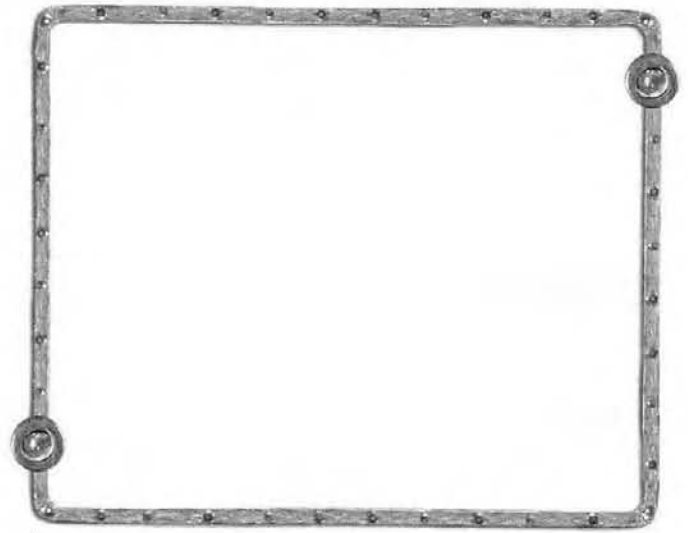
ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

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	

# 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<sup>2</sup> \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

<sup>2</sup> 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 SPLENDOR \_\_\_\_\_
- INFLECT MODERATE WOUNDS \_\_\_\_\_
- SHATTER \_\_\_\_\_
- SUMMON MONSTER II<sup>2</sup> \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

<sup>2</sup> 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<sup>2</sup> \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

<sup>2</sup> 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<sup>2</sup> \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

<sup>2</sup> 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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

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

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS	
WOUNDS/CURRENT HP	

DAMAGE REDUCTION	TOTAL	DEX MODIFIER	MISC. MODIFIER
<b>INITIATIVE</b> MODIFIER			

### CONDITIONAL AC MODIFIERS

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

### 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 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.)

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

### 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

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### CONTAINERS

CONTAINER	CAPACITY	WEIGHT

### WEALTH

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

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	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"/>

**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		
<b>SAVES</b>	<b>ABILITIES</b>		
FOR T 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"/>	=	+	+

<b>FEAT</b>	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<br>PREPARED<br>(WIZARD) | KNOWN?                   |                        |
|--------------------------------|--------------------------|------------------------|
| <input type="checkbox"/>       | <input type="checkbox"/> | ACID SPLASH _____      |
| <input type="checkbox"/>       | <input type="checkbox"/> | ARCANE MARK _____      |
| <input type="checkbox"/>       | <input type="checkbox"/> | DANCING LIGHTS _____   |
| <input type="checkbox"/>       | <input type="checkbox"/> | DAZE _____             |
| <input type="checkbox"/>       | <input type="checkbox"/> | DETECT MAGIC _____     |
| <input type="checkbox"/>       | <input type="checkbox"/> | DETECT POISON _____    |
| <input type="checkbox"/>       | <input type="checkbox"/> | DISRUPT UNDEAD _____   |
| <input type="checkbox"/>       | <input type="checkbox"/> | FLARE _____            |
| <input type="checkbox"/>       | <input type="checkbox"/> | GHOST SOUND _____      |
| <input type="checkbox"/>       | <input type="checkbox"/> | LIGHT _____            |
| <input type="checkbox"/>       | <input type="checkbox"/> | MAGE HAND _____        |
| <input type="checkbox"/>       | <input type="checkbox"/> | MENDING _____          |
| <input type="checkbox"/>       | <input type="checkbox"/> | MESSAGE _____          |
| <input type="checkbox"/>       | <input type="checkbox"/> | OPEN/CLOSE _____       |
| <input type="checkbox"/>       | <input type="checkbox"/> | PRESTIDIGITATION _____ |
| <input type="checkbox"/>       | <input type="checkbox"/> | RAY OF FROST _____     |
| <input type="checkbox"/>       | <input type="checkbox"/> | READ MAGIC _____       |
| <input type="checkbox"/>       | <input type="checkbox"/> | RESISTANCE _____       |
| <input type="checkbox"/>       | <input type="checkbox"/> | TOUCH OF FATIGUE _____ |
| <input type="checkbox"/>       | <input type="checkbox"/> | _____                  |
| <input type="checkbox"/>       | <input type="checkbox"/> | _____                  |
| <input type="checkbox"/>       | <input type="checkbox"/> | _____                  |

### 1ST-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY \_\_\_\_\_ SPELLS KNOWN \_\_\_\_\_ SAVE DC \_\_\_\_\_

SPELLS CAST TODAY

- | NUMBER<br>PREPARED<br>(WIZARD) | KNOWN?                   |                            |
|--------------------------------|--------------------------|----------------------------|
| <input type="checkbox"/>       | <input type="checkbox"/> | ALARM _____                |
| <input type="checkbox"/>       | <input type="checkbox"/> | ANIMATE ROPE _____         |
| <input type="checkbox"/>       | <input type="checkbox"/> | BURNING HANDS _____        |
| <input type="checkbox"/>       | <input type="checkbox"/> | CAUSE FEAR _____           |
| <input type="checkbox"/>       | <input type="checkbox"/> | CHARM PERSON _____         |
| <input type="checkbox"/>       | <input type="checkbox"/> | CHILL TOUCH _____          |
| <input type="checkbox"/>       | <input type="checkbox"/> | COLOR SPRAY _____          |
| <input type="checkbox"/>       | <input type="checkbox"/> | COMPREHEND LANGUAGES _____ |
| <input type="checkbox"/>       | <input type="checkbox"/> | DETECT SECRET DOORS _____  |
| <input type="checkbox"/>       | <input type="checkbox"/> | DETECT UNDEAD _____        |
| <input type="checkbox"/>       | <input type="checkbox"/> | DISGUISE SELF _____        |
| <input type="checkbox"/>       | <input type="checkbox"/> | ENDURE ELEMENTS _____      |
| <input type="checkbox"/>       | <input type="checkbox"/> | ENLARGE PERSON _____       |
| <input type="checkbox"/>       | <input type="checkbox"/> | ERASE _____                |
| <input type="checkbox"/>       | <input type="checkbox"/> | EXPEDITIOUS RETREAT _____  |
| <input type="checkbox"/>       | <input type="checkbox"/> | FEATHER FALL _____         |
| <input type="checkbox"/>       | <input type="checkbox"/> | GREASE _____               |
| <input type="checkbox"/>       | <input type="checkbox"/> | HOLD PORTAL _____          |
| <input type="checkbox"/>       | <input type="checkbox"/> | HYPNOTISM _____            |
| <input type="checkbox"/>       | <input type="checkbox"/> | IDENTIFY _____             |
| <input type="checkbox"/>       | <input type="checkbox"/> | JUMP _____                 |
| <input type="checkbox"/>       | <input type="checkbox"/> | MAGE ARMOR _____           |
| <input type="checkbox"/>       | <input type="checkbox"/> | MAGIC MISSILE _____        |

- |                          |                          |                              |
|--------------------------|--------------------------|------------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | MAGIC WEAPON _____           |
| <input type="checkbox"/> | <input type="checkbox"/> | MOUNT _____                  |
| <input type="checkbox"/> | <input type="checkbox"/> | NYSTUL'S MAGIC AURA _____    |
| <input type="checkbox"/> | <input type="checkbox"/> | OBSCURING MIST _____         |
| <input type="checkbox"/> | <input type="checkbox"/> | PROTECTION FROM CHAOS _____  |
| <input type="checkbox"/> | <input type="checkbox"/> | PROTECTION FROM EVIL _____   |
| <input type="checkbox"/> | <input type="checkbox"/> | PROTECTION FROM GOOD _____   |
| <input type="checkbox"/> | <input type="checkbox"/> | PROTECTION FROM LAW _____    |
| <input type="checkbox"/> | <input type="checkbox"/> | RAY OF ENFEEBLEMENT _____    |
| <input type="checkbox"/> | <input type="checkbox"/> | REDUCE PERSON _____          |
| <input type="checkbox"/> | <input type="checkbox"/> | SHIELD _____                 |
| <input type="checkbox"/> | <input type="checkbox"/> | SHOCKING GRASP _____         |
| <input type="checkbox"/> | <input type="checkbox"/> | SILENT IMAGE _____           |
| <input type="checkbox"/> | <input type="checkbox"/> | SLEEP _____                  |
| <input type="checkbox"/> | <input type="checkbox"/> | SUMMON MONSTER I _____       |
| <input type="checkbox"/> | <input type="checkbox"/> | TENSER'S FLOATING DISK _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | TRUE STRIKE _____            |
| <input type="checkbox"/> | <input type="checkbox"/> | UNSEEN SERVANT _____         |
| <input type="checkbox"/> | <input type="checkbox"/> | VENTRILQUIZM _____           |
| <input type="checkbox"/> | <input type="checkbox"/> | _____                        |
| <input type="checkbox"/> | <input type="checkbox"/> | _____                        |
| <input type="checkbox"/> | <input type="checkbox"/> | _____                        |

### 2ND-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY \_\_\_\_\_ SPELLS KNOWN \_\_\_\_\_ SAVE DC \_\_\_\_\_

SPELLS CAST TODAY

- | NUMBER<br>PREPARED<br>(WIZARD) | KNOWN?                   |                              |
|--------------------------------|--------------------------|------------------------------|
| <input type="checkbox"/>       | <input type="checkbox"/> | ALTER SELF _____             |
| <input type="checkbox"/>       | <input type="checkbox"/> | ARCANE LOCK _____            |
| <input type="checkbox"/>       | <input type="checkbox"/> | BEAR'S ENDURANCE _____       |
| <input type="checkbox"/>       | <input type="checkbox"/> | BLINDNESS/DEAFNESS _____     |
| <input type="checkbox"/>       | <input type="checkbox"/> | BLUR _____                   |
| <input type="checkbox"/>       | <input type="checkbox"/> | BULL'S STRENGTH _____        |
| <input type="checkbox"/>       | <input type="checkbox"/> | CAT'S GRACE _____            |
| <input type="checkbox"/>       | <input type="checkbox"/> | COMMAND UNDEAD _____         |
| <input type="checkbox"/>       | <input type="checkbox"/> | CONTINUAL FLAME _____        |
| <input type="checkbox"/>       | <input type="checkbox"/> | DARKNESS _____               |
| <input type="checkbox"/>       | <input type="checkbox"/> | DARKVISION _____             |
| <input type="checkbox"/>       | <input type="checkbox"/> | DAZE MONSTER _____           |
| <input type="checkbox"/>       | <input type="checkbox"/> | DETECT THOUGHTS _____        |
| <input type="checkbox"/>       | <input type="checkbox"/> | EAGLE'S SPLENDOR _____       |
| <input type="checkbox"/>       | <input type="checkbox"/> | FALSE LIFE _____             |
| <input type="checkbox"/>       | <input type="checkbox"/> | FLAMING SPHERE _____         |
| <input type="checkbox"/>       | <input type="checkbox"/> | FOG CLOUD _____              |
| <input type="checkbox"/>       | <input type="checkbox"/> | FOX'S CUNNING _____          |
| <input type="checkbox"/>       | <input type="checkbox"/> | GHOUL TOUCH _____            |
| <input type="checkbox"/>       | <input type="checkbox"/> | GLITTERDUST _____            |
| <input type="checkbox"/>       | <input type="checkbox"/> | GUST OF WIND _____           |
| <input type="checkbox"/>       | <input type="checkbox"/> | HYPNOTIC PATTERN _____       |
| <input type="checkbox"/>       | <input type="checkbox"/> | INVISIBILITY _____           |
| <input type="checkbox"/>       | <input type="checkbox"/> | KNOCK _____                  |
| <input type="checkbox"/>       | <input type="checkbox"/> | LEOMUND'S TRAP _____         |
| <input type="checkbox"/>       | <input type="checkbox"/> | LEVITATE _____               |
| <input type="checkbox"/>       | <input type="checkbox"/> | LOCATE OBJECT _____          |
| <input type="checkbox"/>       | <input type="checkbox"/> | MAGIC MOUTH _____            |
| <input type="checkbox"/>       | <input type="checkbox"/> | MELF'S ACID ARROW _____      |
| <input type="checkbox"/>       | <input type="checkbox"/> | MINOR IMAGE _____            |
| <input type="checkbox"/>       | <input type="checkbox"/> | MIRROR IMAGE _____           |
| <input type="checkbox"/>       | <input type="checkbox"/> | MISDIRECTION _____           |
| <input type="checkbox"/>       | <input type="checkbox"/> | OBSCURE OBJECT _____         |
| <input type="checkbox"/>       | <input type="checkbox"/> | OWL'S WISDOM _____           |
| <input type="checkbox"/>       | <input type="checkbox"/> | PROTECTION FROM ARROWS _____ |
| <input type="checkbox"/>       | <input type="checkbox"/> | 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 IDIOTY _____
<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"/>	_____

<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"/>	_____

**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 _____

**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?

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

**6TH-LEVEL SORCERER/WIZARD SPELLS**

SPELLS/DAY \_\_\_\_\_ SPELLS KNOWN \_\_\_\_\_ SAVE DC \_\_\_\_\_  
 SPELLS CAST TODAY □□□□□□□□

NUMBER PREPARED (WIZARD) KNOWN?

- ACID FOG \_\_\_\_\_
- ANALYZE DWEOMER \_\_\_\_\_
- ANTIMAGIC FIELD \_\_\_\_\_
- BEAR'S ENDURANCE, MASS \_\_\_\_\_
- BIGBY'S FORCEFUL HAND \_\_\_\_\_
- BULL'S STRENGTH, MASS \_\_\_\_\_

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



### 7TH-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, GREATER              | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | BANISHMENT                         | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | BIGBY'S GRASPING HAND              | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CONTROL UNDEAD                     | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CONTROL WEATHER                    | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | DELAYED BLAST FIREBALL             | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | DRAWMIJ'S INSTANT SUMMONS          | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | ETHEREAL JAUNT                     | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | FINGER OF DEATH                    | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | FORCECAGE                          | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | HOLD PERSON, MASS                  | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | INSANITY                           | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | INVISIBILITY, MASS                 | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | LIMITED WISH                       | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MORDENKAINEN'S MAGNIFICENT MANSION | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MORDENKAINEN'S SWORD               | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | PHASE DOOR                         | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | PLANE SHIFT                        | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | POWER WORD BLIND                   | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | PRISMATIC SPRAY                    | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | PROJECT IMAGE                      | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | REVERSE GRAVITY                    | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SCRYING, GREATER                   | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SEQUESTER                          | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SHADOW CONJURATION, GREATER        | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SIMULACRUM                         | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SPELL TURNING                      | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | STATUE                             | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SUMMON MONSTER VII                 | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SYMBOL OF STUNNING                 | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | SYMBOL OF WEAKNESS                 | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | TELEPORT, GREATER                  | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | TELEPORT OBJECT                    | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | VISION                             | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | WAVES OF EXHAUSTION                | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> |                                    | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> |                                    | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> |                                    | _____ |

### 8TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY \_\_\_\_\_ SPELLS KNOWN \_\_\_\_\_ SAVE DC \_\_\_\_\_

SPELLS CAST TODAY

NUMBER  
PREPARED  
(WIZARD) KNOWN?

- |                          |                          |                       |       |
|--------------------------|--------------------------|-----------------------|-------|
| <input type="checkbox"/> | <input type="checkbox"/> | ANTIPATHY             | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | BIGBY'S CLENCHED FIST | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | BINDING               | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CHARM MONSTER, MASS   | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CLONE                 | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | CREATE GREATER UNDEAD | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | DEMAND                | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | DIMENSIONAL LOCK      | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | DISCERN LOCATION      | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | HORRID WILTING        | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | INCENDIARY CLOUD      | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | IRON BODY             | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MAZE                  | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MIND BLANK            | _____ |
| <input type="checkbox"/> | <input type="checkbox"/> | MOMENT OF PRESCIENCE  | _____ |

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

### 9TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY \_\_\_\_\_ SPELLS KNOWN \_\_\_\_\_ SAVE DC \_\_\_\_\_

SPELLS CAST TODAY

NUMBER  
PREPARED  
(WIZARD) KNOWN?

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