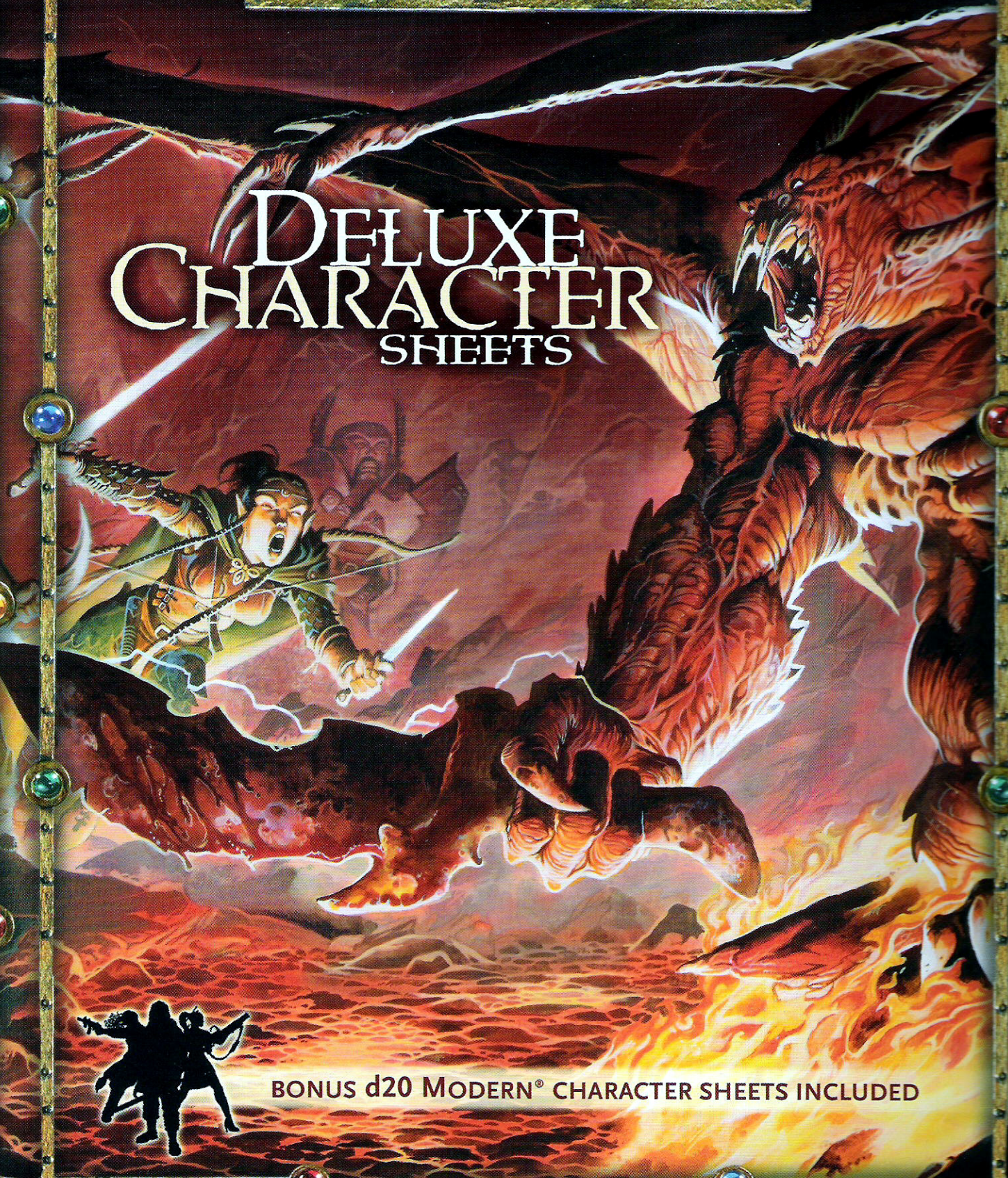


# DELUXE CHARACTER SHEETS



BONUS d20 MODERN® CHARACTER SHEETS INCLUDED

# DUNGEONS & DRAGONS®



W&T.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	
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	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 type="checkbox"/>	CONCENTRATION ■	CON				
<input checked="" type="checkbox"/>	CRAFT ■ ( )	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ( )	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ( )	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input type="checkbox"/>	FORGERY ■	INT				
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX*				
<input checked="" type="checkbox"/>	INTIMIDATE ■	CHA				
<input checked="" type="checkbox"/>	JUMP ■	STR*				
<input type="checkbox"/>	KNOWLEDGE ( )	INT				
<input type="checkbox"/>	KNOWLEDGE ( )	INT				
<input type="checkbox"/>	KNOWLEDGE ( )	INT				
<input type="checkbox"/>	KNOWLEDGE ( )	INT				
<input type="checkbox"/>	KNOWLEDGE ( )	INT				
<input checked="" type="checkbox"/>	LISTEN ■	WIS				
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ■ ( )	CHA				
<input type="checkbox"/>	PERFORM ■ ( )	CHA				
<input type="checkbox"/>	PERFORM ■ ( )	CHA				
<input type="checkbox"/>	PROFESSION ( )	WIS				
<input type="checkbox"/>	PROFESSION ( )	WIS				
<input checked="" type="checkbox"/>	RIDE ■	DEX				
<input type="checkbox"/>	SEARCH ■	INT				
<input type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT ■	WIS				
<input checked="" type="checkbox"/>	SURVIVAL ■	WIS				
<input checked="" type="checkbox"/>	SWIM ■	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>						
<input type="checkbox"/>						

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



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<b>SPELLS</b>			
<b>SPELL SAVE</b>	<b>DC MOD</b>	<b>ARCANE SPELL FAILURE</b>	<b>%</b>
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"/>

<b>NOTES</b>	

### 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





### 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 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**

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

**SPEED**

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION

**CONDITIONAL AC MODIFIERS**

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

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

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





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<b>SPELLS</b>			
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"/>

<b>NOTES</b>	

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

## EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

## ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

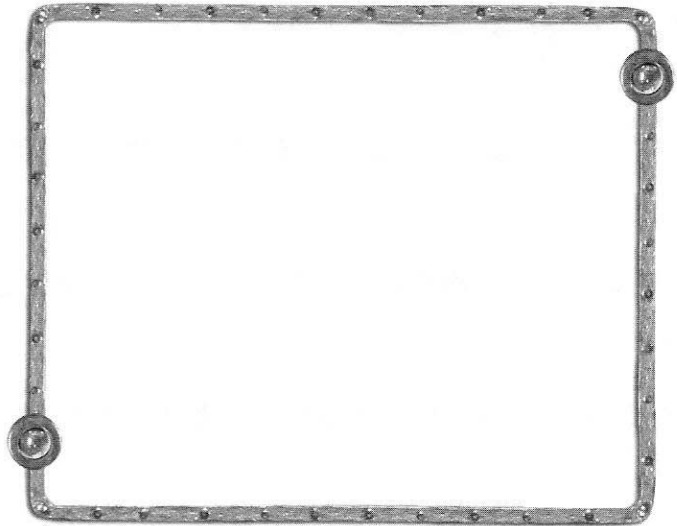
PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

## RACIAL TRAITS



## CLASS FEATURES

TURN/REBUKE  
UNDEAD TIMES/DAY

TURNING CHECK  
MODIFIER

URNS  
USED

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

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

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

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

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

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

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CLASS FEATURE

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CLASS FEATURE

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CLASS FEATURE

PAGE REF.

NOTES

# CLERIC

## DOMAIN SPELLS

### AIR DOMAIN

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

*\*Cast as an air spell only.*

### ANIMAL DOMAIN

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

*\*Can only summon animals.*

### CHAOS DOMAIN

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

*\*Cast as a chaos spell only.*

### DEATH DOMAIN

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

### DESTRUCTION DOMAIN

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

### EARTH DOMAIN

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

*\*Cast as an earth spell only.*

### EVIL DOMAIN

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

*\*Cast as an evil spell only.*

### FIRE DOMAIN

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

*\*Resist cold or fire only.*

*\*\*Cast as a fire spell only.*

### GOOD DOMAIN

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

*\*Cast as a good spell only.*

### HEALING DOMAIN

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

**KNOWLEDGE DOMAIN**

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

**LAW DOMAIN**

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

\*Cast as a law spell only.

**LUCK DOMAIN**

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

**MAGIC DOMAIN**

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

**PLANT DOMAIN**

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

**PROTECTION DOMAIN**

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

**STRENGTH DOMAIN**

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

**SUN DOMAIN**

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

**TRAVEL DOMAIN**

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

**TRICKERY DOMAIN**

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

**WAR DOMAIN**

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

**WATER DOMAIN**

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

\*Cast as a water spell only.

# CLERIC

## SPELLS

### 0-LEVEL CLERIC SPELLS (ORISONS)

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

NUMBER PREPARED

CREATE WATER \_\_\_\_\_

CURE MINOR WOUNDS \_\_\_\_\_

DETECT MAGIC \_\_\_\_\_

DETECT POISON \_\_\_\_\_

GUIDANCE \_\_\_\_\_

INFLICT MINOR WOUNDS \_\_\_\_\_

LIGHT \_\_\_\_\_

MENDING \_\_\_\_\_

PURIFY FOOD AND DRINK \_\_\_\_\_

READ MAGIC \_\_\_\_\_

RESISTANCE \_\_\_\_\_

VIRTUE \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### 1ST-LEVEL CLERIC SPELLS

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

NUMBER PREPARED

BANE \_\_\_\_\_

BLESS \_\_\_\_\_

BLESS WATER \_\_\_\_\_

CAUSE FEAR \_\_\_\_\_

COMMAND \_\_\_\_\_

COMPREHEND LANGUAGES \_\_\_\_\_

CURE LIGHT WOUNDS \_\_\_\_\_

CURSE WATER \_\_\_\_\_

DEATHWATCH \_\_\_\_\_

DETECT CHAOS \_\_\_\_\_

DETECT EVIL \_\_\_\_\_

DETECT GOOD \_\_\_\_\_

DETECT LAW \_\_\_\_\_

DETECT UNDEAD \_\_\_\_\_

DIVINE FAVOR \_\_\_\_\_

DOOM \_\_\_\_\_

ENDURE ELEMENTS \_\_\_\_\_

ENTROPIC SHIELD \_\_\_\_\_

HIDE FROM UNDEAD \_\_\_\_\_

INFLICT LIGHT WOUNDS \_\_\_\_\_

MAGIC STONE \_\_\_\_\_

MAGIC WEAPON \_\_\_\_\_

OBSCURING MIST \_\_\_\_\_

PROTECTION FROM CHAOS \_\_\_\_\_

PROTECTION FROM EVIL \_\_\_\_\_

PROTECTION FROM GOOD \_\_\_\_\_

PROTECTION FROM LAW \_\_\_\_\_

REMOVE FEAR \_\_\_\_\_

SANCTUARY \_\_\_\_\_

SHIELD OF FAITH \_\_\_\_\_

SUMMON MONSTER I \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### 2ND-LEVEL CLERIC SPELLS

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

NUMBER PREPARED

AID \_\_\_\_\_

ALIGN WEAPON \_\_\_\_\_

AUGURY \_\_\_\_\_

BEAR'S ENDURANCE \_\_\_\_\_

BULL'S STRENGTH \_\_\_\_\_

CALM EMOTIONS \_\_\_\_\_

CONSECRATE \_\_\_\_\_

CURE MODERATE WOUNDS \_\_\_\_\_

DARKNESS \_\_\_\_\_

DEATH KNEEL \_\_\_\_\_

DELAY POISON \_\_\_\_\_

DESECRATE \_\_\_\_\_

EAGLE'S SPLENDOR \_\_\_\_\_

ENTHRALL \_\_\_\_\_

FIND TRAPS \_\_\_\_\_

GENTLE REPOSE \_\_\_\_\_

HOLD PERSON \_\_\_\_\_

INFLICT MODERATE WOUNDS \_\_\_\_\_

MAKE WHOLE \_\_\_\_\_

OWL'S WISDOM \_\_\_\_\_

REMOVE PARALYSIS \_\_\_\_\_

RESIST ENERGY \_\_\_\_\_

RESTORATION, LESSER \_\_\_\_\_

SHATTER \_\_\_\_\_

SHIELD OTHER \_\_\_\_\_

SILENCE \_\_\_\_\_

SOUND BURST \_\_\_\_\_

SPIRITUAL WEAPON \_\_\_\_\_

STATUS \_\_\_\_\_

SUMMON MONSTER II \_\_\_\_\_

UNDETECTABLE ALIGNMENT \_\_\_\_\_

ZONE OF TRUTH \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### 3RD-LEVEL CLERIC SPELLS

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

NUMBER PREPARED

ANIMATE DEAD \_\_\_\_\_

BESTOW CURSE \_\_\_\_\_

BLINDNESS/DEAFNESS \_\_\_\_\_

CONTAGION \_\_\_\_\_

CONTINUAL FLAME \_\_\_\_\_

CREATE FOOD AND WATER \_\_\_\_\_

CURE SERIOUS WOUNDS \_\_\_\_\_

DAYLIGHT \_\_\_\_\_

DEEPER DARKNESS \_\_\_\_\_

DISPEL MAGIC \_\_\_\_\_

GLYPH OF WARDING \_\_\_\_\_

HELPING HAND \_\_\_\_\_

INFLICT SERIOUS WOUNDS \_\_\_\_\_

INVISIBILITY PURGE \_\_\_\_\_

LOCATE OBJECT \_\_\_\_\_

MAGIC CIRCLE AGAINST CHAOS \_\_\_\_\_

MAGIC CIRCLE AGAINST EVIL \_\_\_\_\_

MAGIC CIRCLE AGAINST GOOD \_\_\_\_\_

MAGIC CIRCLE AGAINST LAW \_\_\_\_\_

MAGIC VESTMENT \_\_\_\_\_

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

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

**4TH-LEVEL CLERIC SPELLS**

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

NUMBER PREPARED

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

**5TH-LEVEL CLERIC SPELLS**

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

NUMBER PREPARED

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

**6TH-LEVEL CLERIC SPELLS**

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

NUMBER PREPARED

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

### 7TH-LEVEL CLERIC SPELLS

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

NUMBER  
PREPARED

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

### 8TH-LEVEL CLERIC SPELLS

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

NUMBER  
PREPARED

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

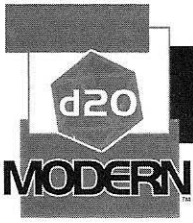
### 9TH-LEVEL CLERIC SPELLS

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

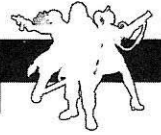
NUMBER  
PREPARED

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





# CHARACTER SHEET



CHARACTER NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

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

RACE \_\_\_\_\_

SIZE \_\_\_\_\_

AGE \_\_\_\_\_

GENDER \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

ABILITIES	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		CURRENT HP						TOUCH	FLAT-FOOTED
<b>HP</b> HIT POINTS									
<b>DEFENSE</b>		-10	+	+	+	+			
	TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY		

<b>MASSIVE DAMAGE THRESHOLD</b>	
<b>INITIATIVE MODIFIER</b>	TOTAL = DEX MODIFIER + MISC MODIFIER
<b>BASE ATTACK BONUS</b>	
<b>SPEED</b>	
<b>REPUTATION</b>	
<b>ACTION POINTS</b>	
<b>WEALTH BONUS</b>	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)					
<b>REFLEX</b> (DEXTERITY)					
<b>WILL</b> (WISDOM)					

ATTACKS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> ATTACK BONUS						
<b>RANGED</b> ATTACK BONUS						

CONDITIONAL MODIFIERS: \_\_\_\_\_  
SITUATIONAL MODIFIERS: \_\_\_\_\_

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE NOTES			
AMMUNITION			
<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE NOTES			
AMMUNITION			
<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE NOTES			
AMMUNITION			
<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE NOTES			
AMMUNITION			
<b>ARMOR/PROTECTIVE ITEM</b>	TYPE	EQUIPMENT BONUS	PROFICIENT?
ARMOR PENALTY WEIGHT SPEED SIZE MAX DEX NOTES			YES <input type="checkbox"/> NO <input type="checkbox"/>

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	
				ABILITY MODIFIER	RANKS
<input type="checkbox"/>	BALANCE	DEX*			+ +
<input type="checkbox"/>	BLUFF	CHA			+ +
<input type="checkbox"/>	CLIMB	STR*			+ +
<input type="checkbox"/>	COMPUTER USE	INT			+ +
<input type="checkbox"/>	CONCENTRATION	CON			+ +
<input type="checkbox"/>	CRAFT (CHEMICAL) ■	INT			+ +
<input type="checkbox"/>	CRAFT (ELECTRONIC) ■	INT			+ +
<input type="checkbox"/>	CRAFT (MECHANICAL) ■	INT			+ +
<input type="checkbox"/>	CRAFT (PHARMACEUTICAL) ■	INT			+ +
<input type="checkbox"/>	CRAFT (STRUCTURAL)	INT			+ +
<input type="checkbox"/>	CRAFT (VISUAL ART)	INT			+ +
<input type="checkbox"/>	CRAFT (WRITING)	INT			+ +
<input type="checkbox"/>	DECIPHER SCRIPT ■	INT			+ +
<input type="checkbox"/>	DEMOLITIONS ■	INT			+ +
<input type="checkbox"/>	DIPLOMACY	CHA			+ +
<input type="checkbox"/>	DISABLE DEVICE ■	INT			+ +
<input type="checkbox"/>	DISGUISE	CHA			+ +
<input type="checkbox"/>	DRIVE	DEX			+ +
<input type="checkbox"/>	ESCAPE ARTIST	DEX*			+ +
<input type="checkbox"/>	FORGERY	INT			+ +
<input type="checkbox"/>	GAMBLE	WIS			+ +
<input type="checkbox"/>	GATHER INFORMATION	CHA			+ +
<input type="checkbox"/>	HANDLE ANIMAL ■	CHA			+ +
<input type="checkbox"/>	HIDE	DEX*			+ +
<input type="checkbox"/>	INTIMIDATE	CHA			+ +
<input type="checkbox"/>	INVESTIGATE ■	INT			+ +
<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"/>	KNOWLEDGE ( ) ■	INT			+ +
<input type="checkbox"/>	LISTEN	WIS			+ +
<input type="checkbox"/>	MOVE SILENTLY	DEX*			+ +
<input type="checkbox"/>	NAVIGATE	INT			+ +
<input type="checkbox"/>	PERFORM ( )	CHA			+ +
<input type="checkbox"/>	PERFORM ( )	CHA			+ +
<input type="checkbox"/>	PERFORM ( )	CHA			+ +
<input type="checkbox"/>	PILOT ■	DEX			+ +
<input type="checkbox"/>	PROFESSION	WIS			+ +
<input type="checkbox"/>	REPAIR ■	INT			+ +
<input type="checkbox"/>	RESEARCH	INT			+ +
<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"/>	SPOT	WIS			+ +
<input type="checkbox"/>	SURVIVAL	WIS			+ +
<input type="checkbox"/>	SWIM	STR*			+ +
<input type="checkbox"/>	TREAT INJURY	WIS			+ +
<input type="checkbox"/>	TUMBLE ■	DEX*			+ +
<input type="checkbox"/>					+ +
<input type="checkbox"/>					+ +

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





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

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

<b>NOTES</b>	

# EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

TALENT/ABILITY

PAGE REF.

NOTES

TALENT/ABILITY

PAGE REF.

NOTES

TALENT/ABILITY

PAGE REF.

NOTES

TALENT/ABILITY

PAGE REF.

NOTES

TALENT/ABILITY

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TALENT/ABILITY

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TALENT/ABILITY

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TALENT/ABILITY

PAGE REF.

NOTES

TALENT/ABILITY

PAGE REF.

NOTES

TALENT/ABILITY

PAGE REF.

NOTES

# POSSESSIONS

ITEM

LOCATION

PAGE REF.

WEIGHT

# 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

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

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

HP HIT POINTS	TOTAL	NONLETHAL DAMAGE
		WOUNDS/CURRENT HP

DAMAGE REDUCTION	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/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 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	
								<b>TOTAL WEIGHT CARRIED</b>

## 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>
<div style="width: 40px; height: 40px; margin: auto;"></div>	<div style="width: 40px; height: 40px; margin: auto;"></div>	<div style="width: 40px; height: 40px; margin: auto;"></div>	<div style="width: 40px; height: 40px; margin: auto;"></div>	<div style="width: 40px; height: 40px; margin: auto;"></div>	<div style="width: 40px; height: 40px; margin: auto;"></div>

## 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.
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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>				<b>ABILITIES</b>						
	FORT	REF	WILL		STR	DEX	CON	INT	WIS	CHA

### SPECIAL ABILITIES OR QUALITIES


### TRICKS


### SKILLS

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

<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"/>

## 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	

## RACIAL TRAITS


## NOTES

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# 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

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

- TRANSPORT VIA PLANTS \_\_\_\_\_
- WALL OF STONE \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### 7TH-LEVEL DRUID SPELLS

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

NUMBER PREPARED

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

### 8TH-LEVEL DRUID SPELLS

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

NUMBER PREPARED

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

### 9TH-LEVEL DRUID SPELLS

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

NUMBER PREPARED

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



CHARACTER SHEET

FIGHTER

CHARACTER NAME

PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIGN

ABILITY 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	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		

CLASS SKILL	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)			
			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"/>	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.)





# EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

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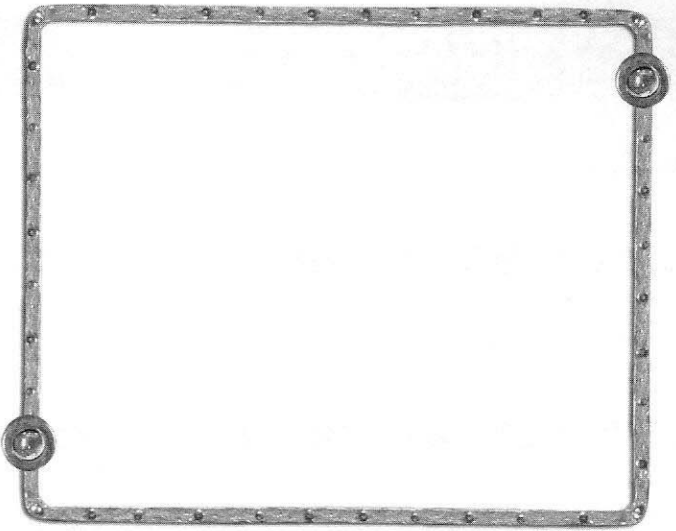
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# CHARACTER SHEET

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				

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

**CONDITIONAL AC MODIFIERS**

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS (CLASS/CROSS-CLASS)	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"/>						

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 \_\_\_\_\_

■ 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.)



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## 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

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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	

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
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RANGE	TYPE	NOTES
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AMMUNITION
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION
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**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  
5 X MAX LOAD

## CONTAINERS

CONTAINER	CAPACITY	WEIGHT

## LANGUAGES

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


## WEALTH

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

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

<b>ARMOR/PROTECTIVE ITEMS</b>			
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

<b>NOTES</b>

## EXPERIENCE

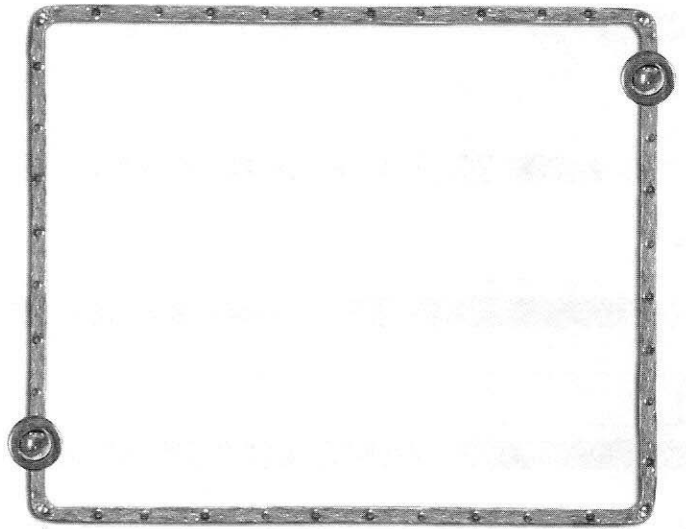
EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

## RACIAL TRAITS



## CLASS FEATURES

SLOW FALL  
DISTANCE

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

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CLASS FEATURE

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CLASS FEATURE

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CLASS FEATURE

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CLASS FEATURE

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NOTES



# PALADIN

## CHARACTER SHEET

CHARACTER NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

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

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_

SIZE \_\_\_\_\_

AGE \_\_\_\_\_

GENDER \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<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	SPEED
MODIFIER	=	+	+	+		<input type="text"/>

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION <input type="text"/>			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION <input type="text"/>			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION <input type="text"/>			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION <input type="text"/>			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION <input type="text"/>			

### SKILLS

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

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

### POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT

TOTAL WEIGHT  
CARRIED         

### CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2X MAX LOAD</small>	PUSH OR DRAG <small>3X MAX LOAD</small>
<input 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>	<b>PAGE REF.</b>	<b>FEAT</b>	<b>PAGE REF.</b>
NOTES	 	NOTES	 
<b>FEAT</b>	<b>PAGE REF.</b>	<b>FEAT</b>	<b>PAGE REF.</b>
NOTES	 	NOTES	 
<b>FEAT</b>	<b>PAGE REF.</b>	<b>FEAT</b>	<b>PAGE REF.</b>
NOTES	 	NOTES	 
<b>FEAT</b>	<b>PAGE REF.</b>	<b>FEAT</b>	<b>PAGE REF.</b>
NOTES	 	NOTES	 
<b>FEAT</b>	<b>PAGE REF.</b>	<b>FEAT</b>	<b>PAGE REF.</b>
NOTES	 	NOTES	 

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

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

<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"/>	<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>	

<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"/>	=	+	+

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

<b>NOTES</b>

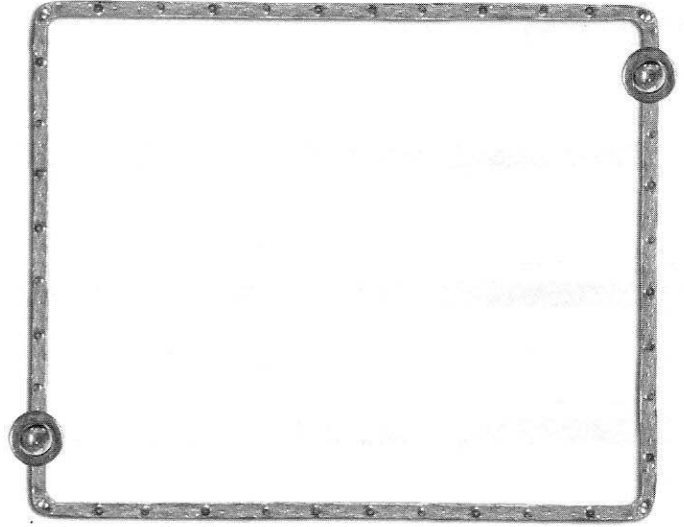


## EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

## CLASS FEATURES

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



## RACIAL TRAITS


## SMITE

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

## TURN OR REBUKE UNDEAD

TURN/REBUKE UNDEAD TIMES/DAY	TURNING CHECK MODIFIER	URNS USED
<input type="text"/>	<input type="text"/>	<input type="text"/>

\* 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 + PALADIN LEVEL - 3 + CHA MODIFIER
UP TO 0	PALADIN'S LEVEL - 7	<small>IF PALADIN LEVEL IS DOUBLE THE HD OF THE UNDEAD OR MORE, THE UNDEAD ARE DESTROYED RATHER THAN TURNED.</small>
1-3	PALADIN'S LEVEL - 6	
4-6	PALADIN'S LEVEL - 5	
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	

## 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

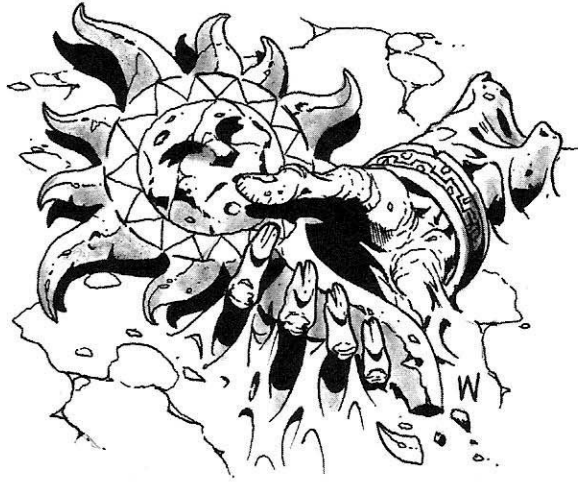
- CURE MODERATE WOUNDS \_\_\_\_\_
- DAYLIGHT \_\_\_\_\_
- DISCERN LIES \_\_\_\_\_
- DISPEL MAGIC \_\_\_\_\_
- HEAL MOUNT \_\_\_\_\_
- MAGIC CIRCLE AGAINST CHAOS \_\_\_\_\_
- MAGIC CIRCLE AGAINST EVIL \_\_\_\_\_
- MAGIC WEAPON, GREATER \_\_\_\_\_
- PRAYER \_\_\_\_\_
- REMOVE BLINDNESS/DEAFNESS \_\_\_\_\_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

# RANGER

CHARACTER NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

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

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_

SIZE \_\_\_\_\_

AGE \_\_\_\_\_

GENDER \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<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	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

**CONDITIONAL AC MODIFIERS**

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

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

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

## POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT

TOTAL WEIGHT  
CARRIED

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

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

CONTAINERS		
CONTAINER	CAPACITY	WEIGHT

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

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
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<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
NOTES		NOTES	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
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<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>	<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"/> <input type="text"/>
	FOR T    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"/>	<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	

## SPELLS

SPELL SAVE <input style="width: 40px;" type="text"/>	DC MOD <input style="width: 40px;" type="text"/>	ARCANE SPELL FAILURE <input style="width: 40px;" 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"/>

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

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
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## RACIAL TRAITS

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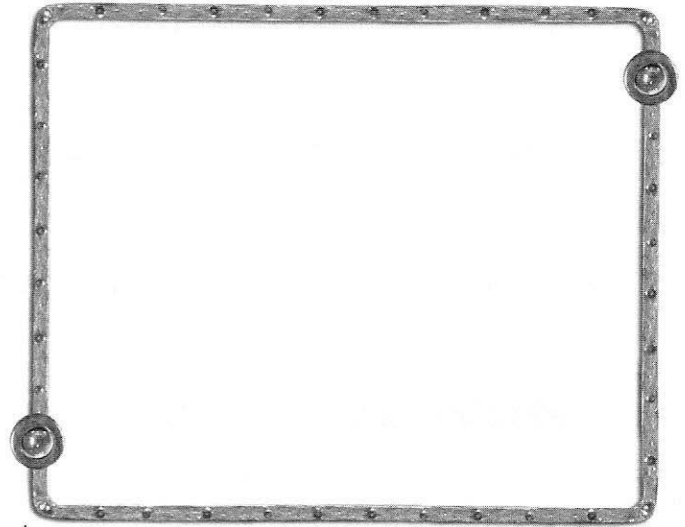
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## CLASS FEATURES

FAVORED ENEMIES

BONUS\*

_____	[+ ]
_____	[+ ]
_____	[+ ]
_____	[+ ]
_____	[+ ]

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

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

CLASS FEATURE	PAGE REF.
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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

- BARSKIN \_\_\_\_\_
- 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				

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

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

HP	TOTAL	NONLETHAL DAMAGE
HIT POINTS		

DAMAGE REDUCTION

INITIATIVE MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER

### CONDITIONAL AC MODIFIERS

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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 \_\_\_\_\_

### SKILLS

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS (CLASS/CROSS-CLASS)	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 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 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 [ ]
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# 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>	PAGE REF.
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<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>2</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 rope trick spell.
10	Surface with ledges, a very rough wall, or a ship's rigging.
15	Surface with adequate handholds and footholds, an unknotted rope, or pulling yourself up when dangling by your hands.
20	Uneven surface with some narrow handholds and footholds.
25	Rough surface, such as a natural rock wall.
30	An overhand or ceiling with handholds but no footholds.

<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.

### FAMILIARITY

	<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, animate rope spell, command plants spell, control plants spell, or entangle spell	20
• Snare spell	23

### RESTRAINT

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

### JUMP

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

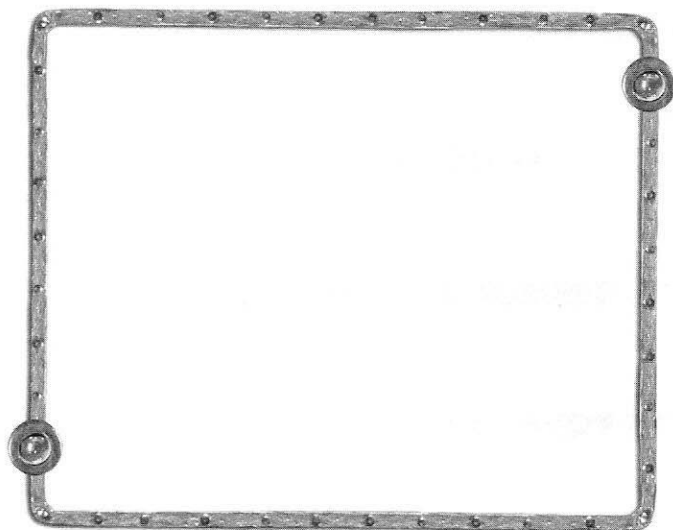
ARMOR/PROTECTIVE ITEM				
	TYPE	AC BONUS	MAX DEX	
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

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

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# ASSASSIN

## SPELLS

### 1ST-LEVEL ASSASSIN SPELLS

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

SPELLS CAST TODAY

KNOWN?

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

### 2ND-LEVEL ASSASSIN SPELLS

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

SPELLS CAST TODAY

KNOWN?

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

### 3RD-LEVEL ASSASSIN SPELLS

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

SPELLS CAST TODAY

KNOWN?

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

### 4TH-LEVEL ASSASSIN SPELLS

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

SPELLS CAST TODAY

KNOWN?

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

# BLACKGUARD

## SPELLS

### 1ST-LEVEL BLACKGUARD SPELLS

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

SPELLS CAST TODAY

NUMBER PREPARED

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

\* Evil creatures only.

### 2ND-LEVEL BLACKGUARD SPELLS

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

SPELLS CAST TODAY

NUMBER PREPARED

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

\* Evil creatures only.

### 3RD-LEVEL BLACKGUARD SPELLS

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

SPELLS CAST TODAY

NUMBER PREPARED

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

\* Evil creatures only.

### 4TH-LEVEL BLACKGUARD SPELLS

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

SPELLS CAST TODAY

NUMBER PREPARED

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

\* Evil creatures only.

CHARACTER NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

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

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_

SIZE \_\_\_\_\_

AGE \_\_\_\_\_

GENDER \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<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	SPEED
MODIFIER			+	+	+	<input type="text"/>

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

CLASS / SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	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

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

# CONTAINERS

CONTAINER	CAPACITY	WEIGHT

# LANGUAGES

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


# WEALTH

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

<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    ARCANESPELL FAILURE  %

CONDITIONAL MODIFIERS

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

**SPECIALTY SCHOOL**

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

### FAMILIAR SPECIAL ABILITIES


### SKILLS

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

<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

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# SORCERER/WIZARD

## SPELLS

### 0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

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

SPELLS CAST TODAY

NUMBER PREPARED (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 PREPARED (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 PREPARED (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 _____           |

- RESIST ENERGY \_\_\_\_\_
- ROPE TRICK \_\_\_\_\_
- SCARE \_\_\_\_\_
- SCORCHING RAY \_\_\_\_\_
- SEE INVISIBILITY \_\_\_\_\_
- SHATTER \_\_\_\_\_
- SPECTRAL HAND \_\_\_\_\_
- SPIDER CLIMB \_\_\_\_\_
- SUMMON MONSTER II \_\_\_\_\_
- SUMMON SWARM \_\_\_\_\_
- TASHA'S HIDEOUS LAUGHTER \_\_\_\_\_
- TOUCH OF IDIOTY \_\_\_\_\_
- WEB \_\_\_\_\_
- WHISPERING WIND \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

- TONGUES \_\_\_\_\_
- VAMPIRIC TOUCH \_\_\_\_\_
- WATER BREATHING \_\_\_\_\_
- WIND WALL \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**3RD-LEVEL SORCERER/WIZARD SPELLS**

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

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

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

**4TH-LEVEL SORCERER/WIZARD SPELLS**

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

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

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

### 5TH-LEVEL SORCERER/WIZARD SPELLS

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

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

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

### 6TH-LEVEL SORCERER/WIZARD SPELLS

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

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

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

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



### 7TH-LEVEL SORCERER/WIZARD SPELLS

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

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

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

### 8TH-LEVEL SORCERER/WIZARD SPELLS

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

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

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

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

### 9TH-LEVEL SORCERER/WIZARD SPELLS

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

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

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