Quick Sheets

by John McCarty
Artwork by Storn Cook
Revised April 12, 2008

This product is being made available freely, but it is not free of charge. As you know, Gary Gygax , founder of the game we all know and love, died recently as of the printing of this product (March 2008.) I would like to make this "donationware", if you use this product and find it helpful, please consider a donation to one of Gary's favorite charities, the Christian Children's Fund.

This charity believes that all children deserve to live in a world of hope, respect, and understanding. Please consider giving these folks your support. You can find a link to them at:

http://www.christianchildrensfund.org/

It would make Gary happy.

QUICK SHEETS!

Be ready. Be ready for quicker combats, be ready to see the stats you need at a glance, be ready for the Quick Sheets. Quick sheets are a useful combination between a table tent and reference screen tailored to your players' individual needs.

Quick Sheets don't just show your character's name, race, and alignment. They show a lot more both to you and to your GM. This makes games go faster, as there is less time finding out what your AC is, or looking up your saving throws, or other tasks. The Quick Sheets are designed to show the numbers you need quickly. In particular:

All Quick Sheets show:
- Your AC, including Touch and Flat-footed
- Skills your GM may have to roll for you, including Hide, Move Silently, Listen, and Spot
- Your primary missile and melee attacks
- Your saving throws
- Your initiative and grapple
- Your starting HP
- Your movement rates

Various Quick Sheets may show
- Number of spells a day, spell DC, ranges, area templates, and caster level check
- Tables for skills your class uses
- Lists of your abilities
- Modifiers for your abilities
- Stats for your animal companion or familiar
- Combat modifiers
- Alignment guides
- Stats for raging
- And lots more!

The purpose of the Quick Sheet is to be an extension of your character sheet that serves as quick reference for you and your GM. No longer will your GM have to ask you what your AC is or what your Spot check modifier should be, he can now tell at a glance which makes his job a lot easier. Your Quick Sheet, depending on which one you choose, will make your job a lot easier by showing you stats you use constantly and working, in effect, like a player screen.

When filling out your Quick Sheet, you will want to use a pen, preferably a felt tip or gel tip pen; the more visible it is the better. You will probably need to update your Quick Sheet with a new one every character level.

How to Use the Quick Sheet:

You will need to choose a screen that best fits your needs. If you are a player, there is a screen for each of the core classes and several others that could be useful, such a one for combat modifiers or for different feat chains. For gamemasters, you may wish to use some Quick Sheets included with you in mind such as the guidance Quick Sheet or some of the customizable Quick Sheets.

The two external panels (one faces the GM, the other faces the player) are the same on all Quick Sheets.

The fold lines: There are two fold lines crossing each Quick Sheet. Fold each sheet as instructed by the fold lines. Note that the "Quick Sheet" is actually a booklet, which is much more stable than a typical table tent. These lines are made broadly, because different printers and photocopiers will center the page differently. Players will need to line edges flush when they fold. The fold line also identifies which Quick Sheet you are using. Different Quick Sheets have different features.

The GM side:
This side helps the GM by telling her things she may need to know on the spot. It also prevents the GM from asking telling questions like "What is your listen modifier?" when rolling for you. This side includes your AC, including touch and flat-footed, various skill scores that she might need to roll for you, and basic information such as name, race, class, and alignment that are useful to other players as well.

The PC side:
This is information that players can use for quick reference. It includes both melee and missile attack bonuses with damage, all three saves, initiative bonus, grapple bonus, original hit points, and various movement scores. This is all frequently referred to information that is helpful to have in front of you so you no longer need to scan your character sheet for it.

The Interior Fold:

The purpose of the interior fold is to facilitate play. There are many different choices of table Quick Sheet to use, and generally one should be chosen based on what sort of character you are playing. There is one for each basic character class, several for different feat chains and some for other purposes.

The list includes:

Barbarian
Bard
Blank
Campaign
Cleric
Druid
Combat Expertise
Combat Modifiers
Conditions
Druid
Feats/Abilities
Fighter
Grappler
Guidance
Magic Items
Mounted Combat
Paladin
Power Attack
Point Blank Shot:
Ranger
Rogue
Spells
Wizard/Sorcerer

Printing: These sheets can be printed on ordinary paper; better results will come from using cardstock. If published for distribution, include the OGL on the other side.

Descriptions
Each sheet is detailed below.

All Spellcasters: Half of your reference sheet has places to put in the number of spells you receive by level, the respective save DCs for those spells, a place to note ranges, and a chart showing areas of effect.

Barbarian: Barbarians will find this sheet useful to show the differences in their stats when they rage. Fill out your rage stats here and then reverse the fold so that these stats replace your usual stats when you are raging. Many helpful tables about raging are included for your use.

Bard: Bards will find this sheet useful to note their abilities and relevant stats. A list of bardic music abilities and a bardic knowledge table is included for reference as well, and a section for notes on all those NPCs you talk to.

Blank: This is a blank sheet that you may customize as you like. Uses are infinite, but possibilities include customization for a unique character class or prestige class, notes for the campaign, or just as a toner-saver if you don't want to use the interior folds.

Campaign: This is a sheet that a GM can customize to show information about her campaign world. It includes spaces for detailing nations, deities, important NPCs, a map,, and notes. Printing off a master sheet, filling it out, and then photocopying it is probably the best method to use this sheet.

Cleric: This sheet has tables and stats for turning undead, a table showing how to calculate different heal spells, and a place to show what your domain abilities are.

Combat Expertise: This sheet contains a table showing the different possibilities from –1 to –5 when using Combat Expertise, and notes on the related feats including places to write a characters relevant stats.

Combat Modifiers: This is a good, general sheet that shows how basic formulas work and a list of most modifiers for combat to attack and AC. Not everything is included, but it should cover most needs.

Conditions: A list showing the abbreviated effects for the various conditions. A good sheet for GMs who enjoy putting PCs through their changes or for players who find conditions confusing.

Druid: You are provided with tables to note the stats of both your animal companion and your preferred wild shape form. A list of druid abilities by level is included as well a places to write down relevant information.

Feats/Abilities: A general sheet to note various feats and abilities with detail. This sheet might be useful for characters with numerous feats, racial abilities, class abilities, or other powers that need noting.

Fighter: A table is provided to list your various fighter feats, as well as a listing of fighter feats for reference.

Grappler: This sheet gives most the relevant details for

handling a grapple encounter. These include the grappling rules, a table of size modifiers, a place to note your grappling modifier, and a flow chart showing how a grapple encounter is initiated.

Guidance: This sheet is largely for communicating expectations to a group for behavior both at the table and in the game. It gives a list of "commandments" for how to behave in a way that everyone can enjoy, and delineates the alignments to help show what can and cannot be done inside an alignment.

Magic Items: A good sheet for high level characters, where magic items frequently are a defining character aspect. This sheet includes a table to list all your magic items that take body slots, and a chart to show what items you are wearing and where they are located.

Monk: This sheet provides a long checklist for monk abilities, and places to note the various abilities for a monk. Also included are spots to note unarmed attacks and a flurry of blows.

Mounted Combat: This sheet contains mounted combat rules, including all relevant feats of the Mounted Combat feat chain. You can note all related modifiers, move speeds, and record your mounts statistics as well.

Neophyte: A sheet for the total beginner. It includes a list and picture of the dice along with some of the rolls they are used for. A table of abbreviations and an glossary of terms.

Paladin: There are places to note your various stats for

your numerous paladin abilities, including spellcasting, as well as details of your abilities and even the paladin's code.

Power Attack: You have a place to figure out all possible combinations of reducing your attack roll and what damage you will cause, along with the relevant stats for the other feats in the power attack feat chain. This Quick Sheet includes tables to help you figure out how much damage you do two-handed and a table of common two-handed weapons with the damage they do.

Point Blank Shot: Places to note the various changes to your attack roll for Point Blank Shot feat chain feats are provided, along with tables for many of the various modifiers for ranged attacks. There is also a "crib sheet" for figuring out what your ranged attack modifier.

Ranger: You may note your favored enemy bonus, your animal companion stats, a place to note your spell casting abilities, and hide in plain sight modifier. A list of your abilities and a table showing modifiers to your tracking are provided.

Rogue: You have a place here to note your trap sense stats as well as many of your skills. Tables are provided for many of your skills as well.

Wizard Sorcerer: Besides the spellcasting section, you can make brief notation of your favorite spells here. An area to note your familiar stats is also provided.

Half-Speed | **Run (4X)** | **Double Move** | **Base Speed**

HP

WILL

GRAPPLE

REFLEX

INIT

FORT

Damage | Attack

MISSILE ATTACK

Damage | Attack

MELEE ATTACK

SPOT

MOVE SILENTLY

SENSE MOTIVE

LISTEN

SEARCH

HIDE

Player Name

TOUCH

Class, Level & Alignment

FF

Race & Gender

AC

Character Name

FOLD THIS LINE FIRST
THIS SIDE FACES THE PLAYER

BARBARIAN

FOLD THIS LINE FIRST
THIS SIDE FACES THE GM

AC

FF

TOUCH

Rage Stats: Fill out and reverse fold Quick Sheet when

Trap Sense

AC vs traps | Reflex vs traps

Level	Trap Sense Bonus
3	+1
6	+2
9	+3
12	+4
15	+5
18	+6

Level	Rages/Day
1	1
4	2
8	3
12	4
16	5
20	6

Uncanny Dodge: (2nd) Retains DEX bonus to AC even if flat-footed or struck by invisible opponent

Improved Uncanny Dodge: (5th) Cannot be flanked, rogues must have four more levels to sneak attack.

Fast Movement: +10' if no, light, or medium armor without heavy load.

Illiterate: You no read.

Damage Reduction

Level	Damage Reduction
7	DR 1
13	DR 2
16	DR 3
19	DR 4

ATTACK

Attack | Damage

Rage Stats: Fill out and | **reverse fold Quick Sheet**

New STR/Mod

New CON/mod

Rage

times/day

Rage: +4 STR & CON (+2 hp/level), +2 morale Will saves, -2 penalty AC. No CHA, INT, or DEX skills (with exceptions). Fatigued (−2 penalty to Strength, −2 penalty to Dexterity, can't charge or run) after. **Greater Rage:** (11th) +6 STR & CON (+3 hp/level), +3 Will saves, -2 AC. Tireless Rage: (17th) No fatigue after. **Mighty Rage:** (20th) +8 STR & CON, +4 Will saves, -2 AC.

Rage Duration

rounds | 3 + CON

Damage Reduction

Indomitable Will: (14th) +4 Will saves vs Enchantment while raging, stacks.

GRAPPLE

HP

FORT

WILL

Half-Speed | Run (4X) | Double Move | Base Speed

WILL | HP

GRAPPLE | REFLEX

INIT | FORT

Damage | Attack — MISSILE ATTACK

Damage | Attack — MELEE ATTACK

SPOT | MOVE SILENTLY

SENSE MOTIVE | LISTEN

SEARCH | HIDE

Player Name
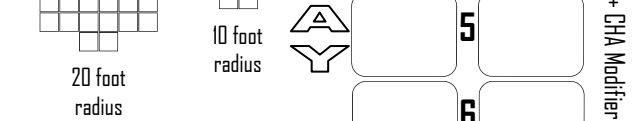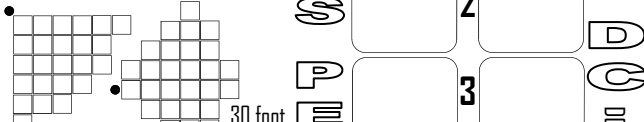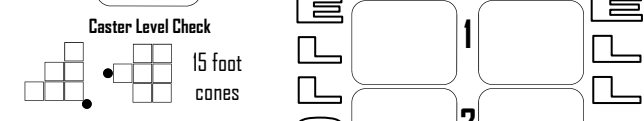
Class, Level & Alignment

Race & Gender

Character Name

TOUCH | FF | AC

FOLD THIS LINE FIRST | FOLD THIS LINE FIRST

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d20 + [ ] Level

Caster Level Check

15 foot cones

30 foot cones

20 foot radius

10 foot radius

SPELLS PER DAY

0 1 2 3 4 5 6

SPELL DC

DC = 10 + Level + CHA Modifier

RANGE

Short (25 ft. + 5 ft/2 levels)

Medium (100 ft + 10 ft/level)

Long (400 ft +40 ft/level)

Notes:

Countersong: Counters sound effects, any creature in 30' may substitute the bard's Perform check for it's saving throw if the Perform check is higher.

Fascinate: 90' range, target and bard must see and hear each other. Perform check vs. Will. Targets sits, listens, takes no actions, -4 to Spot and Listen. Threats require new Perform check vs. Will. Any obvious threat automatically breaks fascinate. **Inspire Courage**: Morale bonus (see table below) to attack, damage and save vs. fear and charm. Duration use +5 rounds. **Inspire Competence**: 30' range. Ally gets +2 to select skill. Concentration duration or 2 minutes max. **Suggestion**: As per the spell on a subject already fascinated.

Inspire Greatness: 30' range. +2 d10 HD, +2 attack, +1 Fort saves. Duration use + 5 rounds.

Song of Freedom: 30'range, 1 min. concentration. As per *break enchantment* spell. **Inspire Heroics:** 1 round concentration. 30' range. +4 morale to saves, +4 dodge bonus to AC. Duration use + 5 rounds. **Mass Suggestion:** As per the spell on a multiple subjects already fascinated.

Bardic Music [ ] times/day = to level

Highest Perform [ ]

Fascinate [ ] # targets | 1+1/3 lvls past 1st | [ ] duration = to level

Inspire Greatness [ ] # targets | 1+1/3 lvls past 9th

Level	Bonus
1	+1
8	+2
14	+3
20	+4

DC	Bardic Knowledge
10	Common, known by at least a substantial minority, legends of the local people.
20	Uncommon but available, legends known by a few people
25	Obscure, known to a few, hard to come by
30	Extremely obscure, known by very few, forgotten by most who once knew it, possibly known only by those who do not understand the significance of the knowledge.

FOLD THIS LINE SECOND

Half-Speed

Run (4X)

Double Move

Base Speed

HP

WILL

GRAPPLE

REFLEX

INIT

FORT

Damage

Attack

MISSILE ATTACK

Damage

Attack

MELEE ATTACK

SPOT

MOVE SILENTLY

SENSE MOTIVE

LISTEN

SEARCH

HIDE

Player Name

Class, Level & Alignment

Race & Gender

Character Name

TOUCH

FF

AC

BLANK

Half-Speed | Run (4X) | Double Move | Base Speed

HP WILL

GRAPPLE REFLEX

INIT FORT

Damage | Attack
MISSILE ATTACK

Damage | Attack
MELEE ATTACK

SPOT | MOVE SILENTLY

SENSE MOTIVE | LISTEN

SEARCH | HIDE

Player Name

Class, Level & Alignment

TOUCH

Race & Gender

FF

Character Name

AC

CAMPAIGN

THIS SIDE FACES THE PLAYER
FOLD THIS LINE FIRST

THIS SIDE FACES THE GM
FOLD THIS LINE FIRST

Notable NPC	Class/Level	Notes

Notes

Nation/Region	Cities	Notes

Map or Notes

↑

Deity	Align.	Domains	Portfolio

Half-Speed | Run (4X) | Double Move | Base Speed

HP

WILL

GRAPPLE

REFLEX

INIT

FORT

Damage | Attack | MISSILE ATTACK

Damage | Attack | MELEE ATTACK

SPOT | MOVE SILENTLY

SENSE MOTIVE | LISTEN

SEARCH | HIDE

Player Name

Class, Level & Alignment

TOUCH

Race & Gender

FF

Character Name

AC

FOLD THIS LINE SECOND

FOLD THIS LINE FIRST
THIS SIDE FACES THE PLAYER

CLERIC

FOLD THIS LINE FIRST
THIS SIDE FACES THE GM

d20 + [Level] Level
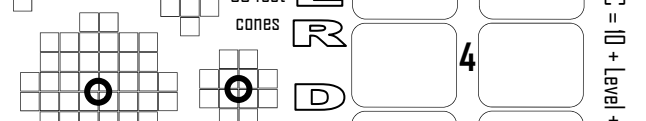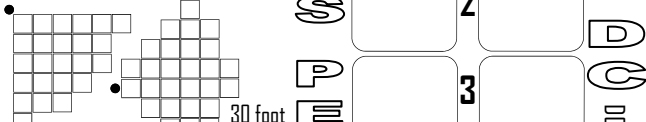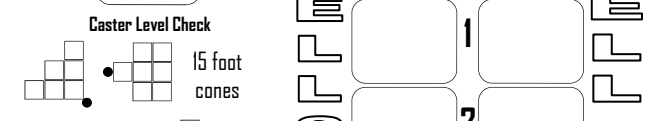
Caster Level Check

15 foot cones

30 foot cones

10 foot radius

20 foot radius

SPELLS PER DAY

0
1
2
3
4
5
6 ·
7
8
9

SPELL DC

DC = 10 + Level + WIS Modifier

RANGE

Short (25 ft. + 5 ft/2 levels)

Medium (100 ft + 10 ft/level)

Long (400 ft +40 ft/level)

Cure Spells	Amount
Cure Minor Wounds	1 point
Cure Light Wounds	
Cure Moderate Wounds	
Cure Serious Wounds	
Cure Critical Wounds	
Mass Cure Light	
Mass Cure Moderate	
Mass Cure Serious	
Mass Cure Critical	

Turning Check	Max HD Undead
0 or less	Level –4
1-3	Level –3
4-6	Level—2
7-9	Level - 1
10-12	Cleric's level
13-15	Level +1
16-18	Level + 2
19-21	Level +3
22 or more	Level +4

Domain	Ability

Turn/Rebuke [times/day] 3 + CHA

2d6 + [ ] Level + CHA

-60' max range
-10 rounds (1 min.)
-2x HD destroys (good) or commands (evil)

FOLD THIS LINE SECOND

HP
WILL
GRAPPLE
REFLEX
INIT
FORT

| Half-Speed | Run (4X) | Double Move | Base Speed |

Damage **Attack**
MISSILE ATTACK

Damage **Attack**
MELEE ATTACK

SPOT
MOVE SILENTLY
SENSE MOTIVE
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HIDE

Player Name

Class, Level & Alignment

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Character Name

TOUCH
FF
AC

IMPROVED DISARM

Disarm Factor	Roll Modifier
Improved Disarm	+4
2-handed weapon	+4
Light Weapon/unarmed	-4
Per size category larger	+4
Target isn't melee weapon	-4
Weapon w/locked gauntlet	+10

d20 + [ ] **Attack +4**

Opposed roll

You do not provoke an attack of opportunity when you attempt to disarm

IMPROVED FEINT

d20 + [ ] **Bluff**

Bluff check

Feint factor	Roll Modifier
Non-humanoid target	-4
Target has 1 or 2 INT	-10
Non-intelligent	Impossible

You feint as a move action

IMPROVED TRIP

Disarm Factor	Roll Modifier
Size category above Med.	+4
Size category below Med.	-4
More than 2 legs/stable	+4
Improved Trip	+4

d20 + [ ] **STR +4**

STR check

You do not provoke an Attack of Opportunity for an unarmed attempt. If successful, you may make an immediate free attack.

COMBAT EXPERTISE

Penalty to attack | Bonus to AC

-1 [ ]	+1 [ ][ ][ ]
-2 [ ]	+2 [ ][ ][ ]
-3 [ ]	+3 [ ][ ][ ]
-4 [ ]	+4 [ ][ ][ ]
-5 [ ]	+5 [ ][ ][ ]

ATTACK BONUS **AC FF TOUCH**

WHIRLWIND ATTACK

You can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach. You also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Weapon Range [ ]

Attack [ ] **Damage** [ ]

(top section, printed inverted)

Half-Speed | Run (4X) | Double Move | Base Speed

HP   WILL

GRAPPLE   REFLEX

INIT   FORT

Damage   Attack
MISSILE ATTACK

Damage   Attack
MELEE ATTACK

SPOT   MOVE SILENTLY
SENSE MOTIVE   LISTEN
SEARCH   HIDE

Player Name
TOUCH
Class, Level & Alignment
FF
Race & Gender
AC
Character Name

THIS SIDE FACES THE PLAYER FOLD THIS LINE FIRST
COMBAT MODIFIERS
THIS SIDE FACES THE GM FOLD THIS LINE FIRST

CONDITION OR BUFF	AC	ATTACK	DAMAGE
AID	-	+1	-
BLESS	-	+1	-
BLINDED	-2	-	-
COWERING	-2	-	-
DAZZELD	-	-1	-
DIVINE FAVOR	-	+1/3 LVL	+1/3 LVL
ENTANGLED	-4 DEX	-2	-
FRIGHTENED	-	-2	-
HASTE	+1	+1	-
HEROISM (GREATER)	-	+2 (+4)	-
INSPIRE COURAGE		+1-4	+1-4
INVISIBLE (vs sight)	-	+2	-
MAGE ARMOR	+4	-	-
PRONE	+4/-4	-4	-
PROTECT FROM . . .	+2	-	-
SHAKEN	-	-2	-
SICKENED	-	-2	-2
STUNNED	-2	-	-

MISSILE WEAPON	RANGE INCR.
BOLA	10'
CLUB	10'
DAGGER	10'
DART	20'
HVY XBOW	120'
JAVELIN	30'
L. BOW	100'
LT HAMM.	20'
LT XBOW	80'
SAI	10'
S. BOW	60'
SHURIKEN	10'
SH. SPEAR	20'
SLING	50'
SPEAR	20'
THR. AXE	10'
TRIDENT	10'

AC = 10 + armor **bonus** + shield bonus + Dexterity modifier + size modifier

Melee Attack Bonus: Base attack bonus + Strength modifier + size modifier

Ranged Attack Bonus: Base attack bonus + Dexterity modifier + size modifier + range penalty (-2 per increment beyond 1st)

Grapple Check Attack Bonus: Base attack bonus + Strength modifier + special size modifier (Grp below)

Score	Mod
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10

Size Category	Mod	Grp
Colossal	-8	+16
Gargantuan	-4	+12
Huge	-2	+8
Large	-1	+4
Medium	0	0
Small	+1	-4
Tiny	+2	-8
Diminutive	+4	-12
Fine	+8	-16

Armor or Shield	Bonus
Padded, Buckler, Light Shield	+1
Leather, Heavy Shield	+2
Studded Leather, Hide	+3
Chain Shirt, Scale, Tower Shield	+4
Chainmail, Breast-plate	+5
Splint, Banded mail	+6
Half-plate	+7
Full plate	+8

Half-Speed | Run (4X) | Double Move | Base Speed

HP | HP | WILL | GRAPPLE | REFLEX | INIT | FORT

Damage | Attack
MISSILE ATTACK

Damage | Attack
MELEE ATTACK

SPOT | **MOVE SILENTLY**

SENSE MOTIVE | **LISTEN**

SEARCH | **HIDE**

Player Name

TOUCH

Class, Level & Alignment

FF

Race & Gender

AC

Character Name

CONDITIONS

Ability Damaged	Loss of 1+ ability score points, Regain 1/day
Ability Drained	Permanent loss of 1+ ability score points w/out magic
Blinded	-2 AC, no DEX bonus, 1/2 speed, 50% miss chance
Blown Away	1d4 non-lethal damage per 10' of 1d4x10' (2d6,2d6x10'fly)
Checked	No forward motion, flyers move back X distance.
Confused	d% 1-10:attack caster, 11-20:normal,20-50:babble only,51-70:flee @ top speed, 71-100: attack nearest creature. Attacks attackers next turn
Cowering	-2 to AC and loses Dex bonus
Dazed	Cannot take actions this round
Dazzled	-1 on attack, Search, and Spot rolls
Dead	Hit points are at −10 or Con is at 0
Deafened	-4 to initiative, fail Listen checks, 20% spell failure
Disabled	1/2 speed, single move OR standard action (-1 hp)
Dying	No actions, 10% chance of stabilizing/round or −1 hp
Energy Drained	- 1 to attacks, saves, skill & ability checks, -5 hp, -1 lvl
Entangled	1/2 speed, -2 attack, -4 Dex, Concentration check spells
Exhausted	-6 to Str and Dex, 1/2 speed, 1 hr rest to be Fatigued
Fascinated	No actions, -4 reactive skill checks, new save vs. hostile
Fatigued	-2 Str and Dex, 8 hrs. rest
Flat-footed	No Dex to AC, no attacks of opportunity

Frightened	- 2 to attacks, saves, skill & ability checks
Grappling	Limited actions, does not threaten, loses Dex bonus to AC
Helpless	Dex=0, +4 to melee attacks against, vulnerable to coup de grace
Incorporeal	Immune to nonmagical attack, no physical body
Invisible	+2 to attack, ignore opponent Dex bonus to AC
Knocked Down	Prone, flyers blown back 1d6 x 10'
Nauseated	Single move action only, no attacks, spells, concentration, etc.
Panicked	Flee at top speed, - 2 to attacks, saves, skill & ability checks
Paralyzed	As helpless, Str, and Dex.=0
Petrified	Turned to stone, unconscious
Pinned	Immobile in grapple
Prone	-4 melee attacks, no ranged, -4 AC vs. melee, +4 AC vs ranged
Shaken	- 2 to attacks, saves, skill & ability checks
Sickened	- 2 to attacks, weapon damage, saves, skill & ability checks
Stable	Unconscious, 10% to be conscious and disabled or −1hp/hour
Staggered	Lethal = nonlethal, single move OR standard action
Stunned	Drops everything, no actions, -2 to AC, no Dex. bonus
Turned	Flees for 10 rounds, if cannot flee it cowers
Unconscious	Helpless, hp −1 to −9 or nonlethal > lethal damage

Half-Speed

Run (4X)

Double Move

Base Speed

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HIDE

Player Name

Class, Level & Alignment

Race & Gender

Character Name

TOUCH

FF

AC

DRUID

d20 +   Level

Caster Level Check

15 foot cones

30 foot cones

10 foot radius

20 foot radius

SPELLS

0

1

2

3

4

5

6

7

8

9

SPELL DC

DC = 10 + Level + CHA Modifier

SPELLS PER DAY

Short (25 ft. + 5 ft/2 levels)

Medium (100 ft + 10 ft/level)

Long (400 ft +40 ft/level)

RANGE

Animal Companion   Name:_____

HP		Init.		Attack	
AC		Fort		Damage	
FF		Ref.		Special	
Touch		Will		Tricks	

d20 +   Level + CHA

Wild Empathy Check

Wild Shape Duration   hours   Level

Wild Shape   times/day   as per table

Elemental   times/day   as per table

All Druids receive: Proficiency in club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, spear, padded, leather, or hide armor. Druidic as free language. +2 to Knowledge (nature) and Survival. Wild Empathy.
☐2nd-Woodland Stride: Move normal speed through underbrush without damage or penalty.
☐3rd-Trackless Step: Leave no trail if desired.
☐4th- Resist Natures Lure: +4 vs. spell-like fey abilities.
☐9th-Venom Immunity: Immune to all poisons.
☐13th-A Thousand Faces: *alter self* at will.
☐15th-Timeless Body: No further penalties for aging.

Wild Shape Stats   Animal:_____

HP		Init.		Attack	
AC		Fort		Damage	
FF		Ref.		Special	
Touch		Will		Notes	

SPOT

MOVE SILENTLY

SENSE MOTIVE

LISTEN

SEARCH

HIDE

Player Name

TOUCH

Class, Level & Alignment

FF

Race & Gender

AC

Character Name

Half-Speed

Run (4X)

Double Move

Base Speed

HP

WILL

GRAPPLE

REFLEX

INIT

FORT

Damage

Attack

MISSILE ATTACK

Damage

Attack

MELEE ATTACK

Feat/Ability:	
Benefit:	

Feat/Ability:	
Benefit:	

Feat/Ability:	
Benefit:	

Feat/Ability:	
Benefit:	

Feat/Ability:	
Benefit:	

Feat/Ability:	
Benefit:	

Feat/Ability:	
Benefit:	

Feat/Ability:	
Benefit:	

Feat/Ability:	
Benefit:	

Feat/Ability:	
Benefit:	

SPOT

MOVE SILENTLY

SENSE MOTIVE

LISTEN

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HIDE

Player Name

Class, Level & Alignment

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Race & Gender

FF

AC

Character Name

Half-Speed

Run (4X)

Double Move

Base Speed

HP

WILL

GRAPPLE

REFLEX

INIT

FORT

Damage | Attack

MISSILE ATTACK

Damage | Attack

MELEE ATTACK

THIS SIDE FACES THE PLAYER
FOLD THIS LINE FIRST

FIGHTER

THIS SIDE FACES THE GM
FOLD THIS LINE FIRST

Feat	Feat Description

FIGHTER BONUS FEATS

Bonus Feats

1st
2nd
4th
6th
8th
10th
12th
14th
16th
18th
20th

Check any that apply

☐ Blind-Fight
☐ Combat Expertise
  ☐ Improved Disarm
  ☐ Improved Feint
  ☐ Improved Trip
  ☐ Whirlwind Attack
☐ Combat Reflexes
☐ Dodge
  ☐ Mobility
  ☐ Spring Attack
☐ Exotic Weapon Proficiency
☐ Improved Critical
☐ Improved Initiative
☐ Improved Shield Bash
☐ Improved Unarmed Strike
  ☐ Deflect Arrows
  ☐ Improved Grapple
  ☐ Snatch Arrows
  ☐ Stunning Fist
☐ Mounted Combat
  ☐ Mounted Archery
  ☐ Ride-By Attack
  ☐ Spirited Charge
  ☐ Trample
☐ Point Blank Shot
  ☐ Far Shot
  ☐ Precise Shot
  ☐ Rapid Shot

☐ Manyshot
☐ Shot On The Run
☐ Improved Precise Shot
☐ Power Attack
  ☐ Cleave
    ☐ Great Cleave
  ☐ Improved Bull Rush
  ☐ Improved Overrun
  ☐ Improved Sunder
☐ Quick Draw
☐ Rapid Reload
☐ Two-Weapon Fighting
  ☐ Two-Weapon Defense
  ☐ Improved Two-Weapon Fighting
  ☐ Greater Two-Weapon Fighting
☐ Weapon Finesse
☐ Weapon Focus
  ☐ Weapon Specialization
  ☐ Greater Weapon Focus
  ☐ Greater Weapon Specialization
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____

THIS SIDE FACES THE PLAYER

THIS SIDE FACES THE GM

GRAPPLER

FOLD THIS LINE FIRST

FOLD THIS LINE FIRST

FOLD THIS LINE SECOND

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d20 + [ ] **Base attack + STR + size mod (+ 4 if Imp. Grapple)**

Grapple Check

Size Category	Grp
Colossal	+16
Gargantuan	+12
Huge	+8
Large	+4
Medium	0
Small	-4
Tiny	-8
Diminutive	-12
Fine	-16

Opposed Grapple Check:

Make an opposed grapple check as a free action.

If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike. **If you lose**, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are. **In case of a tie**, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

While Grappling You May: *NGC= No Grapple Check* *SOGC=Successful Opposed Grapple Check*

Activate a magic item: (w/out a spell trigger) *NGC* **Attack:** w/ unarmed strike, natural or light weapon at −4. NO two-weapon attacks. **Cast a spell:** when grappled or pinned if cast time is 1 standard action, no somatic component and material component/diving focus is in hand. Concentration check DC 20 + spell level or spell is lost. *NGC* **Damage:** *SOGC* for unarmed, non-lethal damage (1d3 Medium or 1d2 Small + STR). −4 to check for lethal damage. **Draw a light weapon** *SOGC*. **Escape** *SOGC* or Escape Artist check (instead of attack or standard action) that beats ALL grapplers, then move into adjacent space. **Move** ½ speed w/ *SOGC* that beats ALL grapplers as standard action. +4 to move pinned opponent w/no other grapplers. **Retrieve Spell Component** as full-round action. *NGC* **Pin** *SOGC* instead of attack. Lasts 1 round. **Break another's pin** *SOGC* instead of attack. Breaks hold on other character, but still grappled. **Use Opponent's Weapon** *SOGC* instead of attack, success: make attack at −4 w/ light weapon on opponent. You do not gain posses-

GRAPPLE FLOW CHART

Start → Improved Grapple? → No → Yes

Improved Grapple? → Yes

Yes

More attacks? → No → End

Provoke AoO

Fail ← Yes

Damage? → No

Damage? → Yes

No

Hit? → No

Hit? → Yes

Melee Touch Attack

No

Opposed Grapple Check

Grappled! ← Yes ← Successful?

Grappling Consequences:

While you're grappling, your ability to attack others and defend yourself is limited.

No Threatened Squares: You don't threaten any squares while grappling.

No Dexterity Bonus: You lose your Dexterity bonus to AC (if you have one) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

No Movement: You can't move normally while grappling. You may, however, make an opposed grapple check to move while grappling.

Half-Speed | Run (4X) | Double Move | Base Speed

HP | WILL | SPOT | MOVE SILENTLY

GRAPPLE | REFLEX | SENSE MOTIVE | LISTEN

INIT | FORT | SEARCH | HIDE

Player Name

MISSILE ATTACK — Damage / Attack

TOUCH

Class, Level & Alignment

FF

Race & Gender

MELEE ATTACK — Damage / Attack

AC

Character Name

GUIDANCE

LAWFUL GOOD "Crusader" Opposes evil and fights relentlessly. Tells the truth, keeps his word, helps those in need and speaks out against injustice. **Honor and Compassion**	**NEUTRAL GOOD "Benefactor"** Does the best a good person can do. Devoted to helping others. Works with authorities but not beholden to them. **Doing what is good without bias**	**CHOATIC GOOD "Rebel"** Acts as conscience guides her. Kind, benevolent, and makes her own way. No use for laws or regulations **Good heart and free spirit**
LAWFUL NEUTRAL "Judge" Acts as law, tradition, and personal code directs. Order and organization paramount. **Reliable and honorable without being a zealot**	**TRUE NEUTRAL "Undecided"** Does what seems to be a good idea. Lack of conviction OR commitment to neutrality vs. extremes of other alignments. **Act naturally without**	**CHOATIC NEUTRAL "Free Spirit"** Acts upon whims. Individualistic. Avoids authority, resents restrictions, and challenges traditions. **true freedom from both society's restrictions and a do-gooder's zeal**
LAWFUL EVIL "Dominator" Cares about tradition, loyalty, order but not freedom, dignity, life. Plays by the rules without mercy or compassion. **Methodical, intentional, oft successful evil**	**NEUTRAL EVIL "Malefactor"** Whatever he can get away with. Out for himself without regard to victims. May hold evil as an ideal. **Evil without honor or variation**	**CHOATIC EVIL "Destroyer"** Does whatever her greed, hatred, and lust for destruction drive them to. Hot-tempered, vicious, arbitrarily violent, and unpredictable. **Destruction of beauty, life, and order**

The Ten Player Commandments:

1. *Thou shalt* **contribute to the fun of the whole group when playing.** Don't play in a style that detracts from the fun of the game. Make sure that everyone is having a good time by sharing the GM's attention, being accepting and patient with others, and helping the game go quickly and smoothly.
2. *Thou shalt* **play fairly and honestly.** Cheating and manipulating an RPG is wrong and pathetic. Don't fudge dice rolls, forget to write you hit points down, or otherwise try to be unfair. Others really do notice what you do.
3. *Thou shalt* **be considerate of others**, and their right to enjoy the game as much as you do. Being loud and obnoxious is a poor social skill anywhere.
4. *Thou shalt* **follow the spirit of the rules, as well as the letter of the rules.** The rules are a tool to tell a story, not an end to themselves. The rules should never be interpreted in a way that detracts from the story or game.
5. *Thou shalt* **respect the decision of your GM**; he or she is the game judge and uses the rules to decide the effects of your character's actions and NPC's actions. Disagreements need to be settled AFTER the session.
6. *Thou shalt* **not use player knowledge.** No metagaming or acting on information your character would not know. It robs from the drama of the game, suspends disbelief, and violates the spirit of the game.
7. *Thou shalt* **act as your character.** This game is about playing a role, not immature wish fulfillment. You should portray a character that is well-rounded and believable, not a proxy for your inner Id.
8. *Thou shalt* **take your turn in a timely manner.** Don't interrupt others, be ready when it is your turn, and know your character's rules mechanics.
9. *Thou shall not* **be uncooperative or hostile towards the group**, even if it directly contradicts #7, above. This behavior is simply unacceptable.
10. *Thou shalt* **be prepared,** having everything necessary to play including dice, books, pencil, and character sheet. You should have a good understanding of your character's abilities and have a copy of all relevant rules on hand for GM interpretation.

FOLD THIS LINE SECOND

Half-Speed

Run (4X)

Double Move

Base Speed

HP

HP

WILL

GRAPPLE

REFLEX

INIT

FORT

Damage

Attack

ATTACK

MISSILE

Damage

Attack

MELEE ATTACK

SPOT

MOVE SILENTLY

SENSE MOTIVE

LISTEN

SEARCH

HIDE

Player Name

TOUCH

Class, Level & Alignment

Race & Gender

FF

Character Name

AC

THIS SIDE FACES THE PLAYER

FOLD THIS LINE FIRST

MAGIC ITEMS

THIS SIDE FACES THE GM

FOLD THIS LINE FIRST

Location	Item	Notes
Headwear		
Eyewear		
Neckwear		
Shirt		
Robe/ Armor		
Cape/ Cloak		
Bracelets		
Ring (R)		
Ring (L)		
Gloves/ Gauntlets		
Belt		
Shoes		
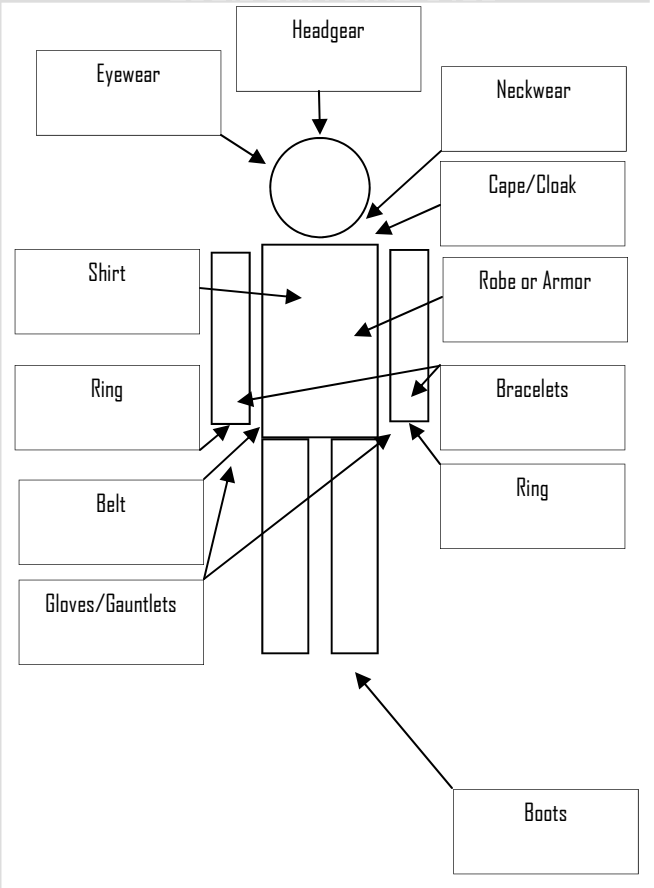
FOLD THIS LINE SECOND

Headgear

Eyewear

Neckwear

Cape/Cloak

Shirt

Robe or Armor

Ring

Bracelets

Belt

Ring

Gloves/Gauntlets

Boots

Half-Speed | Run (4X) | Double Move | Base Speed

HP

GRAPPLE

INIT

WILL

REFLEX

FORT

Damage / Attack
MISSILE ATTACK

Damage / Attack
MELEE ATTACK

SPOT

SENSE MOTIVE

SEARCH

MOVE SILENTLY

LISTEN

HIDE

Player Name

Class, Level & Alignment

Race & Gender

Character Name

TOUCH

FF

AC

MONK

☐ **Improved Grapple**: +4 Grapple checks, no AoO when starting grapple
☐ **Stunning Fist**: Foe damaged by unarmed attack must make Fort save (DC 10 + ½ Monk lvl + Monk WIS bonus) or be stunned 1 round.
☐ **Combat Reflexes**: Extra AoO = DEX bonus
☐ **Deflect Arrows**: If one hand free and not flatfooted, choose one ranged attack per round and take no damage from it.
☐ **Evasion**: Successful Reflex save = no damage instead of ½ damage .
☐ **Still Mind**: +2 bonus on saves vs enchantment spells and effects
☐ *Ki* **strike**: Unarmed attacks ignore DR/magic, 10th lvl = lawful weapons, 16th lvl = adamantine weapons
☐ **Purity of Body**: Immunity to disease (except supernatural/magic diseases)
☐ **Improved Disarm**: +4 attempt to disarm, , no AoO or chance to disarm you when attempting to disarm opponent
☐ **Improved Trip**: +4 attempt to trip, no AoO when attempting to trip.
☐ **Wholeness of Body**: Heal 2 x lvl HP daily
☐ **Improved Evasion**: Success Reflex save = no damage, ½ damage otherwise
☐ **Diamond Body**: Immune to all poisons
☐ **Abundant Step**: Dimension Door 1/day, ½ Monk lvl = caster lvl
☐ **Diamond Soul**: Spell Resistance 10 + Monk lvl
☐ **Quivering Palm**: 1/week. After successful attack, Monk can will target to die (Fort save DC 10 + ½ Monk lvl + Monk WIS bonus) Duration #/days = Monk lvl
☐ **Timeless Body**: Monk no longer ages
☐ **Tongue of the Sun and Moon**: Speak w/ any living creature
☐ **Empty Body**: *Etherealness* 1 rd/lvl per day.
☐ **Perfect Self**: Type becomes Outsider, gain DR 10/magic

Level	AC Bonus
1-4	+0
5-9	+1
10-14	+2
15-19	+3
20	+4

UNARMED ATTACK

Attack / Damage

FLURRY OF BLOWS

| 1st Attack | 2nd Attack | 3rd Attack | 4th Attack | Damage |

Stunning Fist — DC 10 + ½ lvl + WIS
Wholeness/Body — 2 x Level
Abundant Step — ½ Monk level = Caster level

Ki **strike:** Treated as:
☐ Magic
☐ Lawful
☐ Adamantine

Improved feats:
☐ +4 Grapple
☐ +4 Disarm
☐ +4 Trip

Diamond Soul — SR 10 + Monk Level
Quivering Palm — Fort DC 10 + ½ lvl + WIS
Empty Body — 1 round per level/day

| AC Bonus | Speed Bonus | Slow Fall |

+2 SAVE VS ENCHANTMENT

FORT

REFLEX

WILL

Half-Speed | Run (4X) | Double Move | Base Speed

HP | WILL

GRAPPLE | REFLEX

INIT | FORT

Damage | Attack
MISSILE ATTACK

Damage | Attack
MELEE ATTACK

SPOT | MOVE SILENTLY

SENSE MOTIVE | LISTEN

SEARCH | HIDE

Player Name

TOUCH

Class, Level & Alignment

FF

Race & Gender

AC

Character Name

THIS SIDE FACES THE PLAYER | THIS SIDE FACES THE GM
MOUNTED COMBAT
FOLD THIS LINE FIRST | FOLD THIS LINE FIRST

Horses in Combat: Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move. A horse (not a pony) is a Large creature. You share your mount's space during combat. **Combat while Mounted:** With a DC 5 Ride check (free action) you can guide your mount with your knees so as to use both hands to attack or defend yourself. When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5' you can only make a single melee attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted. If your mount charges, you also take the AC penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance (see Charge). You can use ranged weapons while your mount is taking a double move, but at a −4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a −8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally **If Your Mount Falls in Battle:** If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage. **If You Are Dropped:** If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage. Without you to guide it, your

Ride Task	DC
Guide w/knees	5
Stay in saddle	5
Fight w/ warhorse	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount	20
Fast (dis)mount	20

TRAMPLE

Target may not choose to avoid mounted overrun. Mount may make one hoof attack against any target you knock down with +4 bonus against prone target.

MOUNTED COMBAT

d20 + ___ ranks
Ride check

1/round, when mount is hit, you may make a Ride check greater than your opponent's attack roll to negate the hit.

MOUNTED ARCHERY

d20 + ___ −2 penalty
Double move ranged attack

Usu. −4 double move penalty, and −8 running

d20 + ___ −4 penalty
Running ranged attack

RIDE-BY ATTACK

Mount Double Move

When mounted and charging, you may move, attack, and move again in a straight line to distance of twice your mounted speed.

SPIRITED CHARGE

When mounted and charging, do double damage (triple with lance) with a melee weapon.

Double damage (Triple w/lance)

Damage

Mount | Name:_____

HP		Init.		Attack	
AC		Fort		Damage	
FF		Ref.		Special	
Touch		Will		Notes	

(upside-down side — THIS SIDE FACES THE PLAYER)

Half-Speed | Run (4X) | Double Move | Base Speed

HP **WILL**

GRAPPLE **REFLEX**

INIT **FORT**

Damage — Attack

MISSILE ATTACK

Damage — Attack

MELEE ATTACK

(upside-down side — THIS SIDE FACES THE GM)

SPOT — **MOVE SILENTLY**

SENSE MOTIVE — **LISTEN**

SEARCH — **HIDE**

Player Name

TOUCH

Class, Level & Alignment

FF

Race & Gender

AC

Character Name

DICE

Four sided (d4)
Hit dice
Damage rolls

Six sided (d6)
Hit dice
Damage rolls
Ability Generation

Eight sided (d8)
Hit Dice
Damage rolls
Heal spells

Ten sided (d10)
Hit Dice
Damage rolls
Percentile (below)

Percentile (d100)
Roll w/d10
Percentage chance
Tens and ones place

Twelve sided (d12)
Hit Dice
Damage rolls

Twenty sided (d20)
Attack, rolls
Skill rolls
Ability checks

ABBREVIATIONS

AC	Armor Class
Brd	Bard (Class)
Clr	Cleric (Class)
CON	Constitution (Ability)
DC	Difficulty Class
DEX	Dexterity (Ability)
DM	Dungeon Master
DR	Damage Resistance
Drd	Druid (Class)
Fort	Fortitude Save
HP	Hit Points
Init	Initiative
INT	Intelligence (Ability)
NPC	Non-Player Character
PC	Player Character
Sor	Sorcerer (Class)
SR	Spell Resistance
STR	Strength (Ability)
WIS	Wisdom (Ability)
Wiz	Wizard (Class)

GLOSSARY

Ability: Numeral value for six basic personal and mental aspects including Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

Ability Check: Roll to determine outcome related to an ability.

Adventure: A "story" that is run for the player characters. **Alignment**: A character's morals and philosophy. Consists of two elements: Lawful, Neutral, and Chaotic; as well as Good, Neutral, and Evil.

Armor Class: Number that represents how hard it is to hit you during combat

Attack Roll: A twenty sided roll that shows if an attack hits.

Buff: Magic used to increase a player's abilities.

Character Sheet: Record and reference for all of your character's information.

Check: A twenty sided roll that determines success or failure.

Class: A character's "profession"; which includes bard, barbarian, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, and wizard. Determines abilities gained by level.

Dungeon Master: The person who controls the game and all elements other than the player characters.

Feat: A special ability

Hit: A successful hit

Hit Points: How much damage a character can take. Below 0, a character drops but is not dead (yet.)

Initiative: Roll that determines turn order during combat.

Level: A measurement of class advancement, which includes hit dice and powers.

Masterwork: Very well made armor, weapons, or tools.

Melee: Close range, usually hand-to-hand combat.

Modifier: A bonus or penalty a character has based on the character's scores.

Non-Player Character: A character controlled by the Dungeon Master.

Player Character: A character a player controls.

Race: A character can be one of many races, including human, elf, dwarf, halfling, gnome, half-elf, and half-orc.

Round: A measure of time in combat (~6 seconds) during which all characters take their turn

Skills: Training that allows a character to attempt certain tasks.

Spell: Single use magic that a character can perform for a particular result.

SPOT

MOVE SILENTLY

SENSE MOTIVE

LISTEN

SEARCH

HIDE

Player Name

TOUCH

Class, Level & Alignment

FF

Race & Gender

AC

Character Name

Half-Speed

Run (4X)

Double Move

Base Speed

HP

WILL

GRAPPLE

REFLEX

INIT

FORT

Damage

Attack

MISSILE ATTACK

Damage

Attack

MELEE ATTACK

THIS SIDE FACES THE PLAYER — **PALADIN** — THIS SIDE FACES THE GM

FOLD THIS LINE FIRST

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d20 + [ ] Level

Caster Level Check

15 foot cones

30 foot cones

20 foot radius

10 foot radius

S P E L L S   P E R   D A Y

1
2
3
4

Spell DC = 10 + Level + WIS Modifier

R A N G E

Short (25 ft. + 5 ft/2 levels)

Medium (100 ft + 10 ft/level)

Long (400 ft +40 ft/level)

Aura of Good: as *detect good* equal to paladin level
Detect Evil: as the spell at will.
Divine Grace: CHA bonus to all saves.
Aura of Courage: Immune to fear, all allys in 10' gain +4 save vs. fear.
Divine Health: immune to all diseases (natural, magical, and supernatural.)
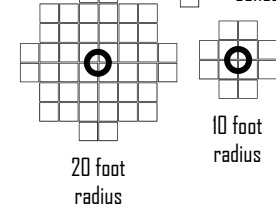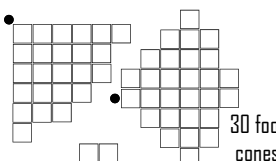
SMITE EVIL

CHA Bonus
Attack Bonus

Level
Damage Bonus

Level	Smite Evil/ per day
1	1
5	2
10	3
15	4
20	5

Turning Check	Max HD Undead
0 or less	Level –7
1-3	Level –6
4-6	Level—5
7-9	Level - 4
10-12	Level - 3
13-15	Level –2
16-18	Level –1
19-21	Paladin's level
22 or more	Level +1

Turn/ Rebuke
times/day

3 + CHA

2d6 +
Level –3 + CHA

-60' max range
-10 rounds (1 min.)
-2x HD destroys (good) or commands (evil)

Paladin's Code
– Be lawful and good
– Commit no evil act willingly
– Respect legitimate authority
– Act with honor (no cheating, lying, using poison,...)
– Help those in need (if such help will not used for evil or chaotic means)
– Punish those who harm or threaten innocents.
– Do not associate with evil.

Lay on Hands
HP healed
Level + CHA

Remove Disease
times/week

Level	6	9	12	15	18
Remove Disease/week	1	2	3	4	5

Special Mount   Name:_____

HP		Init.		Attack	
AC		Fort		Damage	
FF		Ref.		Special	
Touch		Will		Notes	

Half-Speed

Run (4X)

Double Move

Base Speed

HP

HP

WILL

GRAPPLE

REFLEX

INIT

FORT

Damage

Attack

MISSILE ATTACK

Damage

Attack

MELEE ATTACK

SPOT

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SENSE MOTIVE

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HIDE

Player Name

TOUCH

Class, Level & Alignment

Race & Gender

FF

Character Name

AC

POWER ATTACK

POWER ATTACK
-1 ATTACK/+1 DAMAGE(+2 TWO-HANDED)

Attack **Damage**

-2 ATTACK/+2 DAMAGE(+4 TWO-HANDED)

Attack **Damage**

-3 ATTACK/+3 DAMAGE(+6 TWO-HANDED)

Attack **Damage**

-4 ATTACK/+4 DAMAGE(+8 TWO-HANDED)

Attack **Damage**

-5 ATTACK/+5 DAMAGE(+10 TWO-HANDED)

Attack **Damage**

IMPROVED BULL RUSH MODIFIER | STR +4 | When you perform a bull rush you do not provoke an attack of opportunity from the defender.

IMPROVED OVER-RUN MODIFIER | STR +4 | When you attempt to overrun an opponent, the target may not choose to avoid you.

IMPROVED SUN-DER MODIFIER | STR +4 | When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity.

CLEAVE Use once per round

GREATER CLEAVE No limit per round

If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature.

STR mod	2-handed damage	Weapon	DMG Med	Avg Dmg
+1	+1	Falchion, Guisarme,Ransuer, Scythe	2d4	5
+2	+3	Greatsword	2d6	7
+3	+4	Lance, Longspear, Spear	1d8	4.5
+4	+6			
+5	+7	Glaive, Greatclub, Hvy. Flail, Halberd	1d10	5.5
+6	+9	Greataxe	1d12	6.5

Half-Speed | Run (X4) | Double Move | Base Speed

HP **WILL**

GRAPPLE **REFLEX**

INIT **FORT**

MISSILE ATTACK
Damage | Attack

MELEE ATTACK
Damage | Attack

SPOT | **MOVE SILENTLY**

SENSE MOTIVE | **LISTEN**

SEARCH | **HIDE**

Player Name

Class, Level & Alignment **TOUCH**

Race & Gender **FF**

Character Name **AC**

POINT BLANK

Attack | +1 Attack & Damage/30 ft range | Damage

- **Point Blank Shot–** +1 attack/damage within 30'
- **Far Shot–** Multiply projective weapon range by 1.5, thrown weapons by 2.
- **Precise Shot–** No –4 penalty to attack when firing/throwing into melee.
- **Improved Precise Shot–** Ignore bonuses and miss chances from cover or concealment respectively, except for total cover/concealment.
- **Rapid Shot—** If using full attack, one extra attack per round at usual bonus, but all attacks at –2.
- **Many Shot—** 2 arrows at one opponent (-4 penalty) plus 1 arrow for every bonus of five over +6 (4 arrows max @ +16) with cumulative –2 penalty.

Arrows	Manyshot Penalty
2	-4
3	-6
4	-8

* -4 to DEX, hence –2
** Target also loses DEX bonus to AC

Attacker is. . .	Ranged Attack Modifier
Dazzled	-1
Entangled	-2*
Invisible	+2**
Prone	-3
Shaken/ Frightened	-2
Squeezing through	-4

Concealment	Miss Chance
Partial	20%
Total	50%

Fill in range increment

Range Increment	ft.	ft.	ft.	ft.	ft.
Penalty	0	-2	-4	-8	-10

Ranged Weapon Attack Crib Sheet

1. Within 30' range? If yes and you have Point Blank Shot, add +1 (attack and damage), add penalty for short range increment if applicable.
2. Outside 30' range? Add range increment penalty, -2 per increment. Increment is larger if you have Far Shot.
3. In melee combat? If yes, add a –4 penalty unless you have Precise Shot.
4. Does it have total cover or concealment? Total cover: no shot possible. Total concealment: 50% miss chance.
5. Does it have partial cover or concealment? Ignore if you have Improved Precise Shot, otherwise there is a bonus to target AC (usu. +4) or a 20% miss chance.
6. Are you using Rapid Shot? -2 penalty to all shots.
7. Are you using Manyshot? Apply penalty
8. Apply any other bonuses or penalties that may apply from abilities, spells, circumstance, etc.

All Attack Bonuses –2

RAPID SHOT

- First & extra attack
- Second attack
- Third attack
- Fourth attack

Attack Bonuses

FAR SHOT

- Projectile X 1.5 range
- Thrown X 2 range

Half-Speed | Run (4X) | Double Move | Base Speed

HP | WILL
GRAPPLE | REFLEX
INIT | FORT

Damage | Attack
MISSILE ATTACK
Damage | Attack
MELEE ATTACK

SPOT
SENSE MOTIVE
SEARCH

MOVE SILENTLY
LISTEN
HIDE

Player Name

TOUCH

Class, Level & Alignment

FF

Race & Gender

AC

Character Name

THIS SIDE FACES THE PLAYER

RANGER

THIS SIDE FACES THE GM

Track: See Table. –5 normal speed, –20 double move.
Rapid Shot: Extra ranged attack. All ranged attacks at –2 penalty.
Two Weapon Fighting: Penalties for using two weapons is –4 for each hand (–2 if light weapon in off-hand)
Manyshot: 2 arrow at one target within 30' at –4 penalty.
Improved Two-Weapon Fighting: 2nd attack (–5 penalty) with off-hand.
Woodland Stride: Full speed through undergrowth.
Swift Tracker: Track at normal speed, no penalty, Double move –10 penalty
Evasion: Reflex saves for 1/2 damage, no damage instead.
Improved Precise Shot: Ranged attacks ignore cover and concealment unless total. Automatically hit grappling opponent.
Greater Two-Weapon Fighting: 3rd attack w/off-hand, –10 penalty.
Camouflage: Hide skill in natural terrain w/out cover.
Hide in Plain Sight: Hide skill in natural terrain while being observed.

Surface	DC
Very soft ground	5
Soft ground	10
Firm Ground	15
Hard Ground	20
Every 3 tracked	–1
Every 24 hrs.	+1
Every hour/rain	+1
Fresh snow	+10
Overcast	+6
Moonless	+6
Moonlight	+3
Fog	+3
Precipitation	+3
Hidden trail	+5

d20 + [ ] Level

Caster Level Check

SPELLS PER DAY
1
2
3
4

Spell DC = 10 + Level + WIS Modifier

15 foot cones

30 foot cones

10 foot radius

20 foot radius

Favored Enemy: Bonus to weapon damage and Bluff, Listen, Sense Motive, Spot and Survival checks against this type of creature

d20 + [ ] Level + CHA

Animal Companion | Wild Empathy Check | Name:

Bonus	Favored Enemy
+2	
+4	
+6	
+8	
+10	

Short (25 ft. + 5 ft/2 levels)	**R**
Medium (100 ft + 10 ft/level)	**A N G E**
Long (400 ft +40 ft/level)	

RANGE

HP		Init.		Attack	
AC		Fort		Damage	
FF		Ref.		Special	
Touch		Will		Notes	

Half-Speed | Run (4X) | Double Move | Base Speed

HP | WILL

GRAPPLE | REFLEX

INIT | FORT

Damage | Attack — MISSILE ATTACK

Damage | Attack — MELEE ATTACK

SPOT | MOVE SILENTLY

SENSE MOTIVE | LISTEN

SEARCH | HIDE

Player Name

Class, Level & Alignment

TOUCH

Race & Gender

FF | AC

Character Name

ROGUE

Skills: Bluff · Decipher Script · Disable Device · Disguise · Hide · Move Silently · Open Lock · Search · Sleight of Hand · Use Magic Device

Script to decipher	DC
Simple messages	20
Standard texts	25
Intricate, exotic, old	30

Lock	DC
Simple	20
Average	25
Good	30
Amazing	40

Device	Time	DC	Disable Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rds	15	Sabotage a wheel
Difficult	2d4 rds	20	Disarm/reset a trap
Wicked	2d4 rds	25	Disarm complex trap

Task	Use Magic DC
Activate Blindly	25
Decipher written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate an ability score	Check –15 = score
Emulate a race	25
Emulate an alignment	30

Task	Search DC
Ransack chest of junk	10
Notice trap or secret door	20
Find difficult nonmagic trap	21 +
Find magic trap	25 + spell lvl
Notice well-hidden secret door	30
Find a footprint	As Track

TRAP SENSE

AC vs traps | Reflex vs traps

DC	Sleight of Hand Task
10	Palm a coin
20	Lift a small object

Level	Sneak Attack
1	+1d6
3	+2d6
5	+3d6
7	+4d6
9	+5d6
11	+6d6
13	+7d6
15	+8d6
17	+9d6
19	+10d6

Level	Trap Sense Bonus
3	+1
6	+2
9	+3
12	+4
15	+5
18	+6

Bluff Circumstances	Sense Motive Modifier
The target wants to believe you	-5
The bluff is believable and doesn't affect the target much	0
The bluff is a little hard to believe or puts the target at some risk	+5
The bluff is hard to believe and puts the target at significant risk	+10
The bluff is way out there, almost too incredible to consider	+20

FOLD THIS LINE SECOND

Half-Speed | Run (4X) | Double Move | Base Speed

HP | HP | WILL | WILL

GRAPPLE | REFLEX

INIT | FORT

Damage | Attack
MISSILE ATTACK
Damage | Attack
MELEE ATTACK

SPOT | SPOT

SENSE MOTIVE | MOVE SILENTLY

SEARCH | LISTEN

Player Name

Class, Level & Alignment

Race & Gender

Character Name

TOUCH

FF

AC

THIS SIDE FACES THE GM
FOLD THIS LINE FIRST

SPELLS

THIS SIDE FACES THE PLAYER
FOLD THIS LINE FIRST

d20 + [ ] Level
Caster Level Check

15 foot cones

30 foot cones

20 foot radius

10 foot radius

S P E L L S   P E R   D A Y

0
1
2
3
4
5
6
7
8
9

S P E L L   D C

DC = 10 + Level + INT/WIS/CHA Modifier

R A N G E

Short (25 ft. + 5 ft/2 levels)

Medium (100 ft + 10 ft/level)

Long (400 ft +40 ft/level)

Name/School:				Name/School:			
Level:	0 1 2 3 4 5 6 7 8 9			Level:	0 1 2 3 4 5 6 7 8 9		
Components:	V S M F/DF XP			Components:	V S M F/DF XP		
Cast time:				Cast time:			
Range:	Close Medium Long			Range:	Close Medium Long		
Effect/Area:				Effect/Area:			
Duration:				Duration:			
Saving Throw:				Saving Throw:			
Resistance?:	Yes	No		Resistance?:	Yes	No	
Details/ Notes:				Details/ Notes:			
Name/School:				Name/School:			
Level:	0 1 2 3 4 5 6 7 8 9			Level:	0 1 2 3 4 5 6 7 8 9		
Components:	V S M F/DF XP			Components:	V S M F/DF XP		
Cast time:				Cast time:			
Range:	Close Medium Long			Range:	Close Medium Long		
Effect/Area:				Effect/Area:			
Duration:				Duration:			
Saving Throw:				Saving Throw:			
Resistance?:	Yes	No		Resistance?:	Yes	No	
Details/ Notes:				Details/ Notes:			

Half-Speed

Run (4X)

Double Move

Base Speed

HP

WILL

GRAPPLE

REFLEX

INIT

FORT

Damage

Attack

MISSILE ATTACK

Damage

Attack

MELEE ATTACK

SPOT

MOVE SILENTLY

SENSE MOTIVE

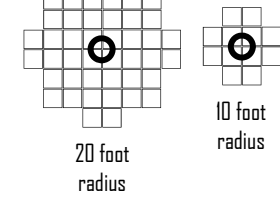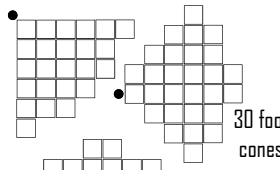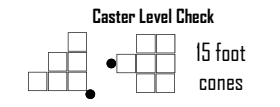LISTEN

SEARCH

HIDE

Player Name

Class, Level & Alignment

TOUCH

Race & Gender

FF

Character Name

AC

d20 + [ ] Level

Caster Level Check

15 foot cones

30 foot cones

10 foot radius

20 foot radius

S P E L L S

0
1
2
3
4
5
6
7
8
9

S P E L L   D C

DC = 10 + Spell Level + INT or CHA Modifier

S P E L L S   P E R   D A Y

Short (25 ft. + 5 ft/2 levels)

Medium (100 ft + 10 ft/level)

Long (400 ft +40 ft/level)

R A N G E

S P E L L S

Name	Range	Area	Duration	Damage/Effect	Save?	Notes

Familiar   Name:_____

Type			Ability	
HP		Init.		Attack	
AC		Fort		Damage	
FF		Ref.		Special	
Touch		Will		Notes	

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