



CHARACTER SHEET

BARBARIAN

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

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

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

TOUCH
ARMOR CLASS**FLAT-FOOTED**
ARMOR CLASS

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

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		

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

BASE ATTACK BONUS _____**SPELL RESISTANCE** _____

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES
AMMUNITION		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES
AMMUNITION		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES
AMMUNITION		

Bloodied (50%)	d20	Location	Current	Defect
Base	1-3	Right Leg		Broken: Limb unusable.
Modified	4-6	Left Leg		Broken: Limb unusable.
	7-10	Abdomen		Internal Bleeding: Weapon dmg every rnd.
Battered (25%)	11-12	Chest		Broken Ribs: Fatigue w/exertion = Exhausted.
Base	13-15	Right Arm		Broken: Limb unusable.
Modified	16-18	Left Arm		Broken: Limb unusable.
	19-20	Head		Concussion: Dazed then Dazzled.

Fatigued: Creature cannot run or charge & takes a -2 penalty to Strength and Dexterity.
Exhausted: Creature moves at half speed and takes a -6 penalty to Strength and Dexterity.
Dazed: Creature can take no actions, but has no penalty to AC.
Dazzled: Creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

CONDITIONAL AC MODIFIERS

SKILLS

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	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 ()	INT				
☐	KNOWLEDGE ()	INT				
☐	KNOWLEDGE ()	INT				
☐	KNOWLEDGE ()	INT				
☒	LISTEN	WIS				
☐	MOVE SILENTLY	DEX*				
☐	OPEN LOCK	DEX				
☐	PERFORM ()	CHA				
☐	PERFORM ()	CHA				
☐	PERFORM ()	CHA				
☐	PROFESSION ()	WIS				
☐	PROFESSION ()	WIS				
☒	RIDE	DEX				
☐	SEARCH	INT				
☐	SENSE MOTIVE	WIS				
☐	SLEIGHT OF HAND	DEX*				
☐	SPELLCRAFT	INT				
☐	SPOT	WIS				
☒	SURVIVAL	WIS				
☒	SWIM	STR*				
☐	TUMBLE	DEX*				
☐	USE MAGIC DEVICE	CHA				
☐	USE ROPE	DEX				
☐						
☐						

* Denotes a skill that can be used untrained.

*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

[illegible][illegible]

100

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
					

CARRYING CAPACITY WHILE RAGING

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

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

LANGUAGES

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

[illegible]

WEALTH

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

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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RAGE

RAGES/DAY

DURATION

STR/CON
BONUS

WILL SAVE
BONUS

AC PENALTY

RAGES
USED



CHARACTER SHEET

BARO

CHARACTER NAME

PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIGN

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

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

TOUCH
ARMOR CLASSFLAT-FOOTED
ARMOR CLASS

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

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER	=	+

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

BASE ATTACK BONUS

SPELL RESISTANCE

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

SPEED

ATTACK

RANGE TYPE NOTES

AMMUNITION

ATTACK

RANGE TYPE NOTES

AMMUNITION

ATTACK

RANGE TYPE NOTES

AMMUNITION

Bloodied (50%)		d20	Location	Current	Defect
Base	Modified	1-3	Right Leg		Broken; Limb unusable.
		4-6	Left Leg		Broken; Limb unusable.
		7-10	Abdomen		Internal Bleeding; Weapon dmg every rnd
Battered (25%)	Modified	11-12	Chest		Broken Ribs; Fatigue w/exertion = Exhausted
		13-15	Right Arm		Broken; Limb unusable.
		16-18	Left Arm		Broken; Limb unusable.
		19-20	Head		Concussion; Dazed then Dazzled

Fatigued: Creature cannot run or charge & takes a -2 penalty to Strength and Dexterity.

Exhausted: Creature moves at half speed and takes a -6 penalty to Strength and Dexterity.

Dazed: Creature can take no actions, but has no penalty to AC

Dazzled: Creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

CONDITIONAL AC MODIFIERS

CLASS SKILLS	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS CLASS)			
			SKILL MODIFIER	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 ()	INT		=	+	+
☒	KNOWLEDGE ()	INT		=	+	+
☒	KNOWLEDGE ()	INT		=	+	+
☒	KNOWLEDGE ()	INT		=	+	+
☒	LISTEN ■	WIS		=	+	+
☒	MOVE SILENTLY ■	DEX*		=	+	+
☐	OPEN LOCK	DEX		=	+	+
☒	PERFORM ■ ()	CHA		=	+	+
☒	PERFORM ■ ()	CHA		=	+	+
☒	PERFORM ■ ()	CHA		=	+	+
☒	PROFESSION ()	WIS		=	+	+
☒	PROFESSION ()	WIS		=	+	+
☐	RIDE ■	DEX		=	+	+
☐	SEARCH ■	INT		=	+	+
☒	SENSE MOTIVE ■	WIS		=	+	+
☒	SLEIGHT OF HAND	DEX*		=	+	+
☒	SPELLCRAFT	INT		=	+	+
☐	SPOT ■	WIS		=	+	+
☐	SURVIVAL ■	WIS		=	+	+
☒	SWIM ■	STR*		=	+	+
☒	TUMBLE	DEX*		=	+	+
☒	USE MAGIC DEVICE	CHA		=	+	+
☐	USE ROPE ■	DEX		=	+	+
☐				=	+	+
☐				=	+	+

■ Denotes a skill that can be used untrained.

*Armor check penalty, if any, applies. (Double penalty for Swim.)

[illegible]

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

[illegible]

CONTAINERS		
CONTAINER	CAPACITY	WEIGHT

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

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SPELLS			
SPELL SAVE	DC MOD	ARCANE SPELL FAILURE	%
CONDITIONAL MODIFIERS			

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

NOTES

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

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

RACIAL TRAITS

CLASS FEATURES

BARDIC KNOWLEDGE CHECK
1d20 + BARD LEVEL + INT MODIFIER

BARDIC SONGS/DAY

SONGS USED ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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

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

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

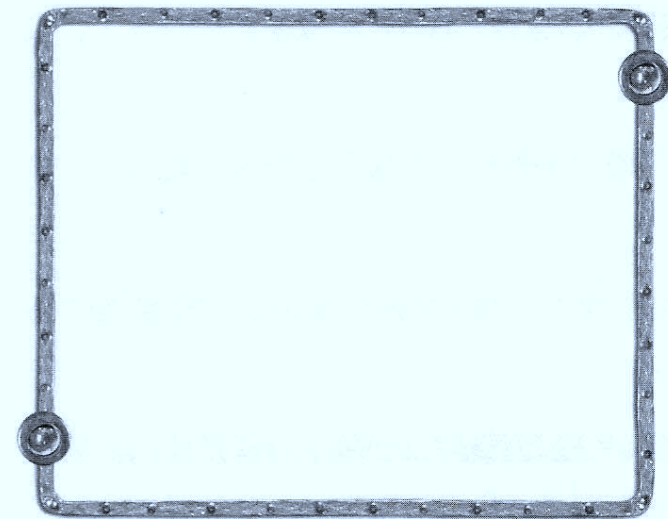
☐ **INSPIRE COMPETENCE:** You can use your music or poetics to help an ally (but not you) succeed at a task, granting a +2 competence bonus on skill checks with a particular skill (for as long as your ally can hear the music).

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

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

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

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



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0-LEVEL BARD SPELLS (CANTRIPS)

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

KNOWN?

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

1ST-LEVEL BARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

KNOWN?

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

2ND-LEVEL BARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

KNOWN?

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

3RD-LEVEL BARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

KNOWN?

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

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

4TH-LEVEL BARD SPELLS

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



5TH-LEVEL BARD SPELLS

SPELLS/DAY _____		SPELLS KNOWN _____		SAVE DC _____	
SPELLS CAST TODAY ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐					
KNOWN?					
☐	CURE LIGHT WOUNDS, MASS _____				
☐	DISPEL MAGIC, GREATER _____				
☐	DREAM _____				
☐	FALSE VISION _____				
☐	HEROISM, GREATER _____				
☐	MIND FOG _____				
☐	MIRAGE ARCANA _____				
☐	MISLEAD _____				
☐	NIGHTMARE _____				
☐	PERSISTENT IMAGE _____				
☐	SEEMING _____				
☐	SHADOW EVOCATION _____				
☐	SHADOW WALK _____				
☐	SONG OF DISCORD _____				
☐	SUGGESTION, MASS _____				
☐	SUMMON MONSTER V _____				
☐	_____				
☐	_____				
☐	_____				

6TH-LEVEL BARD SPELLS

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

CHARACTER SHEET

CLERIC

CHARACTER NAME

PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIGN

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

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

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

HP HIT POINTS	TOTAL		NONLETHAL DAMAGE	
WOUNDS/CURRENT HP				
DAMAGE REDUCTION				
INITIATIVE MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER	
		=		+

CONDITIONAL AC MODIFIERS	
if	if I had more time
unless	unless you ask me
in case	in case it rains
provided	provided you have the money
as long as	as long as you like
so long as	so long as you are here
on condition that	on condition that you agree
only if	only if you try
even if	even if it costs more
whether or not	whether or not you want
whenever	whenever you call
every time	every time you see him
each time	each time we meet
anytime	anytime you wish
at any time	at any time during the year
at all times	at all times throughout the day
at no time	at no time during the trip
at some time	at some time in the future
at one time	at one time in my life
at another time	at another time in the month
at various times	at various times over the years
at different times	at different times in the past
at intervals	at intervals of two weeks
from time to time	from time to time during the season
once in a while	once in a while in the summer
now and then	now and then in the winter
once in a while	once in a while in the spring
once in a while	once in a while in the fall
once in a while	once in a while in the year
once in a while	once in a while in the decade
once in a while	once in a while in the century
once in a while	once in a while in the millennium
once in a while	once in a while in the eons
once in a while	once in a while in the billions of years
once in a while	once in a while in the trillions of years
once in a while	once in a while in the quadrillions of years
once in a while	once in a while in the quintillions of years
once in a while	once in a while in the sextillions of years
once in a while	once in a while in the septillions of years
once in a while	once in a while in the octillions of years
once in a while	once in a while in the nonillions of years
once in a while	once in a while in the decillions of years
once in a while	once in a while in the undecillions of years
once in a while	once in a while in the duodecillions of years
once in a while	once in a while in the tredecillions of years
once in a while	once in a while in the quattuordecillions of years
once in a while	once in a while in the quindecillions of years
once in a while	once in a while in the sexdecillions of years
once in a while	once in a while in the septendecillions of years
once in a while	once in a while in the octodecillions of years
once in a while	once in a while in the nineteenthillions of years
once in a while	once in a while in the twentiethillions of years
once in a while	once in a while in the twenty-firstillions of years
once in a while	once in a while in the twenty-secondillions of years
once in a while	once in a while in the twenty-thirdillions of years
once in a while	once in a while in the twenty-fourthillions of years
once in a while	once in a while in the twenty-fifthillions of years
once in a while	once in a while in the twenty-sixthillions of years
once in a while	once in a while in the twenty-seventhillions of years
once in a while	once in a while in the twenty-eighthillions of years
once in a while	once in a while in the twenty-ninthillions of years
once in a while	once in a while in the thirtiethillions of years
once in a while	once in a while in the thirty-firstillions of years
once in a while	once in a while in the thirty-secondillions of years
once in a while	once in a while in the thirty-thirdillions of years
once in a while	once in a while in the thirty-fourthillions of years
once in a while	once in a while in the thirty-fifthillions of years
once in a while	once in a while in the thirty-sixthillions of years
once in a while	once in a while in the thirty-seventhillions of years
once in a while	once in a while in the thirty-eighthillions of years
once in a while	once in a while in the thirty-ninthillions of years
once in a while	once in a while in the fortiethillions of years
once in a while	once in a while in the forty-firstillions of years
once in a while	once in a while in the forty-secondillions of years
once in a while	once in a while in the forty-thirdillions of years
once in a while	once in a while in the forty-fourthillions of years
once in a while	once in a while in the forty-fifthillions of years
once in a while	once in a while in the forty-sixthillions of years
once in a while	once in a while in the forty-seventhillions of years
once in a while	once in a while in the forty-eighthillions of years
once in a while	once in a while in the forty-ninthillions of years
once in a while	once in a while in the fiftiethillions of years
once in a while	once in a while in the fifty-firstillions of years
once in a while	once in a while in the fifty-secondillions of years
once in a while	once in a while in the fifty-thirdillions of years
once in a while	once in a while in the fifty-fourthillions of years
once in a while	once in a while in the fifty-fifthillions of years
once in a while	once in a while in the fifty-sixthillions of years
once in a while	once in a while in the fifty-seventhillions of years
once in a while	once in a while in the fifty-eighthillions of years
once in a while	once in a while in the fifty-ninthillions of years
once in a while	once in a while in the sixtiethillions of years
once in a while	once in a while in the sixty-firstillions of years
once in a while	once in a while in the sixty-secondillions of years
once in a while	once in a while in the sixty-thirdillions of years
once in a while	once in a while in the sixty-fourthillions of years
once in a while	once in a while in the sixty-fifthillions of years
once in a while	once in a while in the sixty-sixthillions of years
once in a while	once in a while in the sixty-seventhillions of years
once in a while	once in a while in the sixty-eighthillions of years
once in a while	once in a while in the sixty-ninthillions of years
once in a while	once in a while in the seventiethillions of years
once in a while	once in a while in the seventy-firstillions of years
once in a while	once in a while in the seventy-secondillions of years
once in a while	once in a while in the seventy-thirdillions of years
once in a while	once in a while in the seventy-fourthillions of years
once in a while	once in a while in the seventy-fifthillions of years
once in a while	once in a while in the seventy-sixthillions of years
once in a while	once in a while in the seventy-seventhillions of years
once in a while	once in a while in the seventy-eighthillions of years
once in a while	once in a while in the seventy-ninthillions of years
once in a while	once in a while in the eightiethillions of years
once in a while	once in a while in the eighty-firstillions of years
once in a while	once in a while in the eighty-secondillions of years
once in a while	once in a while in the eighty-thirdillions of years
once in a while	once in a while in the eighty-fourthillions of years
once in a while	once in a while in the eighty-fifthillions of years
once in a while	once in a while in the eighty-sixthillions of years
once in a while	once in a while in the eighty-seventhillions of years
once in a while	once in a while in the eighty-eighthillions of years
once in a while	once in a while in the eighty-ninthillions of years
once in a while	once in a while in the ninetiethillions of years
once in a while	once in a while in the ninety-firstillions of years
once in a while	once in a while in the ninety-secondillions of years

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

BASE ATTACK BONUS		SPELL RESISTANCE	
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GRAPPLE MODIFIER		=		+		+		+		
	TOTAL			BASE ATTACK BONUS			STRENGTH MODIFIER		SIZE 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 _____

Bloodied (50%)		d20	Location	Current	Defect
		1-3	Right Leg		<u>Broken</u> : Limb unusable.
Base	Modified	4-6	Left Leg		<u>Broken</u> : Limb unusable.
		7-10	Abdomen		<u>Internal Bleeding</u> : Weapon dmg every rnd
Battered (25%)		11-12	Chest		<u>Broken Ribs</u> : <u>Fatigue</u> <u>w/extension</u> = <u>Exhausted</u>
		13-15	Right Arm		<u>Broken</u> : Limb unusable.
Base	Modified	16-18	Left Arm		<u>Broken</u> : Limb unusable.
		19-20	Head		<u>Concussion</u> : <u>Dazed</u> then <u>Dazzled</u>

Fatigued: Creature cannot run or charge & takes a -2 penalty to Strength and Dexterity.
Exhausted: Creature moves at half speed and takes a -6 penalty to Strength and Dexterity.
Dazed: Creature can take no actions, but has no penalty to AC.
Dazzled: Creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

CLASS SKILL	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)			
			SKILL MODIFIER	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		=	+	+
☐	_____	_____		=	+	+
☐	_____	_____		=	+	+

*Armor check penalty, if any, applies. (Double penalty for Swim.

CHARACTER SHEET

DRUID

CHARACTER NAME

PLAYER	TEAM	AGE	HEIGHT	WEIGHT	POSITION	STATUS
John Smith	Team A	28	6'7"	205 lbs	Forward	Active
Mike Johnson	Team B	32	6'9"	220 lbs	Center	Active
Sarah Williams	Team C	25	5'10"	165 lbs	Guard	Active
David Brown	Team D	30	6'5"	190 lbs	Forward	Injured
Lisa Davis	Team E	27	5'8"	155 lbs	Guard	Active
Chris Miller	Team F	35	6'11"	235 lbs	Center	Retired
Alexander Lee	Team G	22	6'3"	180 lbs	Forward	Active
Jessica White	Team H	29	5'9"	160 lbs	Guard	Active
Ryan Taylor	Team I	31	6'6"	210 lbs	Forward	Active
Nicole Anderson	Team J	26	5'11"	170 lbs	Guard	Active

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIGN

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

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

TOUCH
ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

	TOTAL	NONLETHAL DAMAGE
HP HIT POINTS		

**DAMAGE
REDUCTION**

	TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		=	+

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

BASE ATTACK BONUS	
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SPELL RESISTANCE

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

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION _____

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

RANGE	TYPE	NOTES
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AMMUNITION _____

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

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

AMMUNITION _____

Bloodied (50%)		d20	Location	Current	Defect
		1-3	Right Leg		<u>Broken</u> ; Limb unusable.
Base	Modified	4-6	Left Leg		<u>Broken</u> ; Limb unusable.
		7-10	Abdomen		<u>Internal Bleeding</u> ; Weapon dmg every rnd
Battered (25%)		11-12	Chest		<u>Broken Ribs</u> ; <u>Fatigue</u> w/ <u>exhaustion</u> = <u>Exhausted</u>
		13-15	Right Arm		<u>Broken</u> ; Limb unusable.
Base	Modified	16-18	Left Arm		<u>Broken</u> ; Limb unusable.
		19-20	Head		<u>Concussion</u> ; <u>Dazed</u> then <u>Dazzled</u>

Fatigued: Creature cannot run or charge & takes a -2 penalty to Strength and Dexterity.
Exhausted: Creature moves at half speed and takes a -6 penalty to Strength and Dexterity.
Dazed: Creature can take no actions, but has no penalty to AC
Dazzled: Creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

CONDITIONAL AC MODIFIERS

SKILLS

MAX RANKS
(CLASS/CROSS-CLASS)

CLASS SKILL	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)			
			SKILL MODIFIER	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 (NATURE)	INT		=	+	+
☐	KNOWLEDGE ()	INT		=	+	+
☐	KNOWLEDGE ()	INT		=	+	+
☐	KNOWLEDGE ()	INT		=	+	+
☐	KNOWLEDGE ()	INT		=	+	+
☒	LISTEN ■	WIS		=	+	+
☐	MOVE SILENTLY ■	DEX*		=	+	+
☐	OPEN LOCK	DEX		=	+	+
☐	PERFORM ■ ()	CHA		=	+	+
☐	PERFORM ■ ()	CHA		=	+	+
☐	PERFORM ■ ()	CHA		=	+	+
☒	PROFESSION ()	WIS		=	+	+
☒	PROFESSION ()	WIS		=	+	+
☒	RIDE ■	DEX		=	+	+
☐	SEARCH ■	INT		=	+	+
☐	SENSE MOTIVE ■	WIS		=	+	+
☐	SLEIGHT OF HAND	DEX*		=	+	+
☒	SPELLCRAFT	INT		=	+	+
☒	SPOT ■	WIS		=	+	+
☒	SURVIVAL ■	WIS		=	+	+
☒	SWIM ■	STR*		=	+	+
☐	TUMBLE	DEX*		=	+	+
☐	USE MAGIC DEVICE	CHA		=	+	+
☐	USE ROPE ■	DEX		=	+	+
☐	_____	_____		=	+	+
☐	_____	_____		=	+	+

- Denotes a skill that can be used untrained

*Armor check penalty, if any, applies. (Double penalty for Swim.)

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

SPELLS	
SPELL SAVE	DC MOD
ARCANE SPELL FAILURE	%
CONDITIONAL MODIFIERS	

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

NOTES

DOMAINS	
DOMAIN	DOMAIN
GRANTED POWER	GRANTED POWER
DOMAIN SPELLS	DOMAIN SPELLS
☐ 1	☐ 1
☐ 2	☐ 2
☐ 3	☐ 3
☐ 4	☐ 4
☐ 5	☐ 5
☐ 6	☐ 6
☐ 7	☐ 7
☐ 8	☐ 8
☐ 9	☐ 9

EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

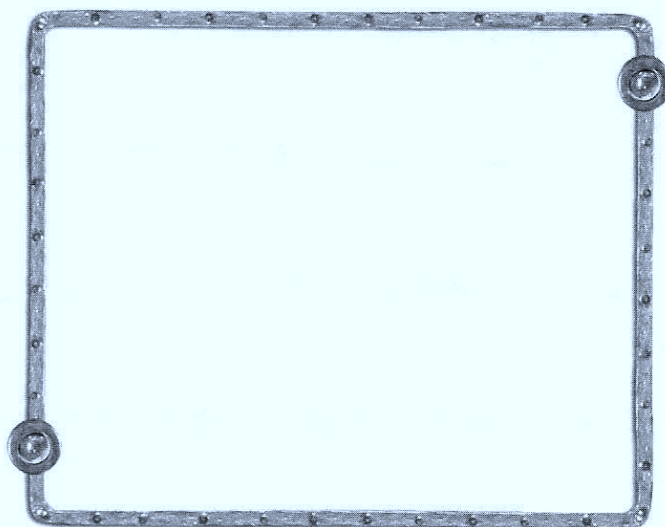
ARMOR/PROTECTIVE ITEMS

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

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS



CLASS FEATURES

TURN/REBUKE UNDEAD TIMES/DAY	TURNING CHECK MODIFIER	TURNS USED <table border="1"> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>												

* 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.
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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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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 _____
☐	_____
☐	_____
☐	_____

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 _____

☐	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 _____
☐	_____
☐	_____
☐	_____
☐	_____

6TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

☐	ANIMATE OBJECTS _____
☐	ANTILIFE 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

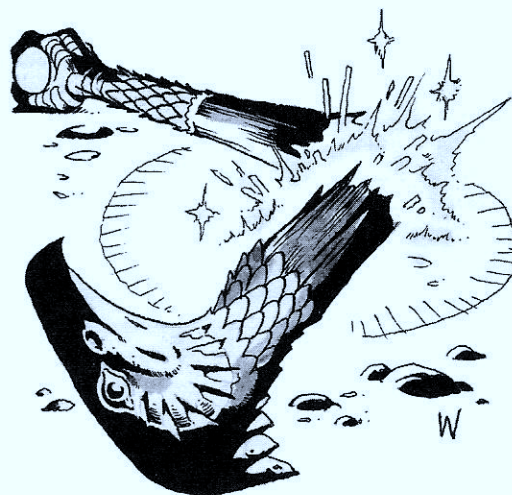
- ☐ ANTIMAGIC FIELD _____
- ☐ CLOAK OF CHAOS _____
- ☐ CREATE GREATER UNDEAD _____
- ☐ CURE CRITICAL WOUNDS, MASS _____
- ☐ DIMENSIONAL LOCK _____
- ☐ DISCERN LOCATION _____
- ☐ EARTHQUAKE _____
- ☐ FIRE STORM _____
- ☐ HOLY AURA _____
- ☐ INFLICT CRITICAL WOUNDS, MASS _____
- ☐ PLANAR ALLY, GREATER _____
- ☐ 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

DRUID

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

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

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

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	

WOUNDS/CURRENT HP

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER	+	+

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

BASE ATTACK BONUS _____

SPELL RESISTANCE _____

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

SPEED _____

ATTACK

RANGE TYPE NOTES

AMMUNITION

ATTACK

RANGE TYPE NOTES

AMMUNITION

ATTACK

RANGE TYPE NOTES

AMMUNITION

Bloodied (50%)		d20	Location	Current	Defect
Base	Modified	1-3	Right Leg		Broken: Limb unusable.
		4-6	Left Leg		Broken: Limb unusable.
		7-10	Abdomen		Internal Bleeding: Weapon dmg every rnd
Base	Modified	11-12	Chest		Broken Ribs: Fatigue, w/exertion = Exhausted
		13-15	Right Arm		Broken: Limb unusable.
		16-18	Left Arm		Broken: Limb unusable.
Base	Modified	19-20	Head		Concussion: Dazed then Dazzled

Fatigued: Creature cannot run or charge & takes a -2 penalty to Strength and Dexterity.
Exhausted: Creature moves at half speed and takes a -6 penalty to Strength and Dexterity.
Dazed: Creature can take no actions, but has no penalty to AC
Dazzled: Creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

CONDITIONAL AC MODIFIERS

CLASS SKILL	SKILLS		MAX RANKS (CLASS/CROSS CLASS)	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY 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 (NATURE)	INT		
	☐ KNOWLEDGE ()	INT		
	☐ KNOWLEDGE ()	INT		
	☐ KNOWLEDGE ()	INT		
	☐ KNOWLEDGE ()	INT		
	☒ LISTEN ■	WIS		
	☐ MOVE SILENTLY ■	DEX*		
	☐ OPEN LOCK	DEX		
	☐ PERFORM ■ ()	CHA		
	☐ PERFORM ■ ()	CHA		
	☐ PERFORM ■ ()	CHA		
	☒ PROFESSION ()	WIS		
	☒ PROFESSION ()	WIS		
	☒ RIDE ■	DEX		
	☐ SEARCH ■	INT		
	☐ SENSE MOTIVE ■	WIS		
	☐ SLEIGHT OF HAND	DEX*		
	☒ SPELLCRAFT	INT		
	☒ SPOT ■	WIS		
	☒ SURVIVAL ■	WIS		
	☒ SWIM ■	STR*		
	☐ TUMBLE	DEX*		
	☐ USE MAGIC DEVICE	CHA		
	☐ USE ROPE ■	DEX		

■ Denotes a skill that can be used untrained.

*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT
TOTAL WEIGHT CARRIED			

CARRYING CAPACITY

LANGUAGES

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

CONTAINERS

[illegible]

WEALTH

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

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

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

SAVES	FOR	REF	WILL	ABILITIES	STR	DEX	CON	INT	WIS	CHA
--------------	-----	-----	------	------------------	-----	-----	-----	-----	-----	-----

SPECIAL ABILITIES OR QUALITIES	

TRICKS	

SKILLS					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	

SPELLS				
SPELL SAVE	DC MOD	ARCANE SPELL FAILURE %		
CONDITIONAL MODIFIERS				
SPILLS KNOWN	SPELL SAVE DC	LEVEL	SPILLS/DAY	BONUS SPELLS
		0		
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

COMMON WILD SHAPE FORMS

FORM	SPD	INIT	STR	DEX	CON

HIT POINTS					
PRIMARY ATTACK			DAMAGE		
SECONDARY ATTACKS (if any)			DAMAGE		

SPECIAL EXTRAORDINARY ATTACKS					
-------------------------------	--	--	--	--	--

FORM	SPD	INIT	STR	DEX	CON

HIT POINTS					
PRIMARY ATTACK			DAMAGE		
SECONDARY ATTACKS (if any)			DAMAGE		

SPECIAL EXTRAORDINARY ATTACKS					
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FORM	SPD	INIT	STR	DEX	CON

HIT POINTS					
PRIMARY ATTACK			DAMAGE		
SECONDARY ATTACKS (if any)			DAMAGE		

SPECIAL EXTRAORDINARY ATTACKS					
-------------------------------	--	--	--	--	--

FORM	SPD	INIT	STR	DEX	CON

HIT POINTS					
PRIMARY ATTACK			DAMAGE		
SECONDARY ATTACKS (if any)			DAMAGE		
SPECIAL EXTRAORDINARY ATTACKS					

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

CLASS FEATURES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

RACIAL TRAITS

NOTES



O-LEVEL DRUID SPELLS (ORISONS)

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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

1ST-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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

2ND-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

- ☐ ANIMAL MESSENGER _____
- ☐ ANIMAL TRANCE _____
- ☐ BARKSKIN _____
- ☐ 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
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

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

TOUCH
ARMOR CLASS**FLAT-FOOTED**
ARMOR CLASS

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

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		

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

BASE ATTACK BONUS**SPELL RESISTANCE**

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

ATTACK

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

AMMUNITION

ATTACK

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

AMMUNITION

ATTACK

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

AMMUNITION

Bloodied (50%)	d20	Location	Current	Defect
Base	1-3	Right Leg		Broken: Limb unusable.
Modified	4-6	Left Leg		Broken: Limb unusable.
	7-10	Abdomen		Internal Bleeding: Weapon dmg every rnd.
Battered (25%)	11-12	Chest		Broken Ribs: Fatigue w/exertion = Exhausted.
Base	13-15	Right Arm		Broken: Limb unusable.
Modified	16-18	Left Arm		Broken: Limb unusable.
	19-20	Head		Concussion: Dazed then Dazzled.

Fatigued: Creature cannot run or charge & takes a -2 penalty to Strength and Dexterity.
Exhausted: Creature moves at half speed and takes a -6 penalty to Strength and Dexterity.
Dazed: Creature can take no actions, but has no penalty to AC.
Dazzled: Creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

CONDITIONAL AC MODIFIERS

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	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 ()	INT				
	☐ KNOWLEDGE ()	INT				
	☐ KNOWLEDGE ()	INT				
	☐ KNOWLEDGE ()	INT				
	☐ LISTEN	WIS				
	☐ MOVE SILENTLY	DEX*				
	☐ OPEN LOCK	DEX				
	☐ PERFORM ()	CHA				
	☐ PERFORM ()	CHA				
	☐ PERFORM ()	CHA				
	☐ PROFESSION ()	WIS				
	☐ PROFESSION ()	WIS				
	☒ RIDE	DEX				
	☐ SEARCH	INT				
	☐ SENSE MOTIVE	WIS				
	☐ SLEIGHT OF HAND	DEX*				
	☐ SPELLCRAFT	INT				
	☐ SPOT	WIS				
	☐ SURVIVAL	WIS				
	☒ SWIM	STR*				
	☐ TUMBLE	DEX*				
	☐ USE MAGIC DEVICE	CHA				
	☐ USE ROPE	DEX				

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

POSSESSIONS

[illegible]

CARRYING CAPACITY

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

CONTAINERS

WEALTH

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

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

NOTES

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

FEAT	PAGE REF.

NOTES

FEAT	PAGE REF.

NOTES

FEAT	PAGE REF.

NOTES

FEAT	PAGE REF.

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FEAT	PAGE REF.

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FEAT	PAGE REF.

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FEAT	PAGE REF.

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FEAT	PAGE REF.

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FEAT	PAGE REF.

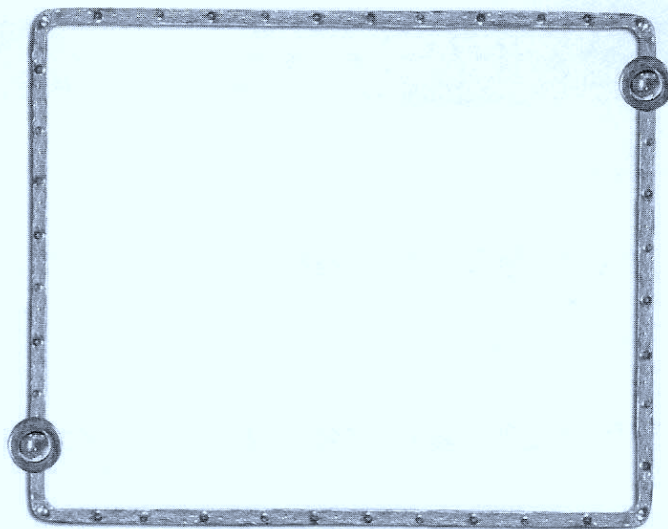
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FEAT	PAGE REF.

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FEAT	PAGE REF.

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FEAT	PAGE REF.

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FEAT	PAGE REF.

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FEAT	PAGE REF.

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FEAT	PAGE REF.

NOTES

FEAT	PAGE REF.

NOTES



CHARACTER SHEET

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

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

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

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		

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

BASE ATTACK BONUS

SPELL RESISTANCE

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

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

Bloodied (50%)	d20	Location	Current	Defect
Base Modified	1-3	Right Leg		Broken; Limb unusable.
	4-6	Left Leg		Broken; Limb unusable.
	7-10	Abdomen		Internal Bleeding; Weapon dmg every rnd
Battered (25%)	11-12	Chest		Broken Ribs; Fatigue; w/exertion = Exhausted
	13-15	Right Arm		Broken; Limb unusable.
	16-18	Left Arm		Broken; Limb unusable.
	19-20	Head		Concussion; Dazed then Dazzled

Fatigued: Creature cannot run or charge & takes a -2 penalty to Strength and Dexterity.
Exhausted: Creature moves at half speed and takes a -6 penalty to Strength and Dexterity.
Dazed: Creature can take no actions, but has no penalty to AC.
Dazzled: Creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

CONDITIONAL AC MODIFIERS

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
	☐ APPRAISE ■	INT			
	☐ BALANCE ■	DEX*			
	☐ BLUFF ■	CHA			
	☐ CLIMB ■	STR*			
	☐ CONCENTRATION ■	CON			
	☐ CRAFT ■ ()	INT			
	☐ CRAFT ■ ()	INT			
	☐ CRAFT ■ ()	INT			
	☐ DECIPHER SCRIPT	INT			
	☐ DIPLOMACY ■	CHA			
	☐ DISABLE DEVICE	INT			
	☐ DISGUISE ■	CHA			
	☐ ESCAPE ARTIST ■	DEX*			
	☐ FORGERY ■	INT			
	☐ GATHER INFORMATION ■	CHA			
	☐ HANDLE ANIMAL	CHA			
	☐ HEAL ■	WIS			
	☐ HIDE ■	DEX*			
	☐ INTIMIDATE ■	CHA			
	☐ JUMP ■	STR*			
	☐ KNOWLEDGE ()	INT			
	☐ KNOWLEDGE ()	INT			
	☐ KNOWLEDGE ()	INT			
	☐ KNOWLEDGE ()	INT			
	☐ 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. ☐ 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
TOTAL WEIGHT CARRIED			

CARRYING CAPACITY

LANGUAGES

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CONTAINERS

WEALTH

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

[illegible]

SPELLS				
SPELL SAVE	DC MOD	ARCANE SPELL FAILURE %		
CONDITIONAL MODIFIERS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
		0		
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		
SPECIALTY SCHOOL				
PROHIBITED SCHOOLS				

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

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CLASS FEATURE

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CLASS FEATURE

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CLASS FEATURE

PAGE REF.

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CLASS FEATURE

PAGE REF.

NOTES



CHARACTER SHEET

MONK

CHARACTER NAME

PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIN

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

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

TOUCH ARMOR CLASS	
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FLAT-FOOTED ARMOR CLASS	
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TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	
DAMAGE REDUCTION	

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		

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

BASE ATTACK BONUS	
--------------------------	--

SPELL RESISTANCE	
-------------------------	--

GRAPPLE	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		

Bloodied (50%)		d20	Location	Current	Defect
Base	Modified	1-3	Right Leg		Broken; Limb unusable.
		4-6	Left Leg		Broken; Limb unusable.
		7-10	Abdomen		Internal Bleeding; Weapon dmg every rnd
Battered (25%)	Modified	11-12	Chest		Broken Ribs; Fatigue w/exertion = Exhausted
		13-15	Right Arm		Broken; Limb unusable.
		16-18	Left Arm		Broken; Limb unusable.
		19-20	Head		Concussion; Dazed then Dazzled

Fatigued: Creature cannot run or charge & takes a -2 penalty to Strength and Dexterity.
Exhausted: Creature moves at half speed and takes a -6 penalty to Strength and Dexterity.
Dazed: Creature can take no actions, but has no penalty to AC.
Dazzled: Creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

CONDITIONAL AC MODIFIERS

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				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 (RELIGION)	INT			
☐	KNOWLEDGE ()	INT			
☐	KNOWLEDGE ()	INT			
☐	KNOWLEDGE ()	INT			
☒	LISTEN ■	WIS			
☒	MOVE SILENTLY ■	DEX*			
☐	OPEN LOCK	DEX			
☒	PERFORM ■ ()	CHA			
☒	PERFORM ■ ()	CHA			
☒	PERFORM ■ ()	CHA			
☒	PROFESSION ()	WIS			
☒	PROFESSION ()	WIS			
☐	RIDE ■	DEX			
☐	SEARCH ■	INT			
☒	SENSE MOTIVE ■	WIS			
☐	SLEIGHT OF HAND	DEX*			
☐	SPELLCRAFT	INT			
☒	SPOT ■	WIS			
☐	SURVIVAL ■	WIS			
☒	SWIM ■	STR*			
☒	TUMBLE	DEX*			
☐	USE MAGIC DEVICE	CHA			
☐	USE ROPE ■	DEX			
☐					
☐					

* Denotes a skill that can be used untrained.

* Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

[illegible]

CARRYING CAPACITY

LANGUAGES

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

CONTAINERS

WEALTH

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

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

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

NOTES

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

RACIAL TRAITS



CLASS FEATURES		SLOW FALL DISTANCE
CLASS FEATURE	PAGE REF.	
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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		

CHARACTER SHEET

CHARACTER NAME

PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIGN

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

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

TOUCH
ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

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

	TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		=	+

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

BASE ATTACK BONUS	+1
--------------------------	----

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					

Bloodied (50%)		d20	Location	Current	Defect
		1-3	Right Leg		<u>Broken</u> ; Limb unusable.
Base	Modified	4-6	Left Leg		<u>Broken</u> ; Limb unusable.
		7-10	Abdomen		<u>Internal Bleeding</u> ; Weapon dmg every rnd
Battered (25%)		11-12	Chest		<u>Broken Ribs</u> ; <u>Fatigue</u> ; <u>w/ exertion</u> = <u>Exhausted</u>
		13-15	Right Arm		<u>Broken</u> ; Limb unusable.
Base	Modified	16-18	Left Arm		<u>Broken</u> ; Limb unusable.
		19-20	Head		<u>Concussion</u> ; <u>Dazed</u> then <u>Dazzled</u>

Fatigued: Creature cannot run or charge & takes a -2 penalty to Strength and Dexterity.
Exhausted: Creature moves at half speed and takes a -6 penalty to Strength and Dexterity.
Dazed: Creature can take no actions, but has no penalty to AC
Dazzled: Creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

CONDITIONAL AC MODIFIERS

SKILLS

MAX RANKS
(CLASS/CROSS-CLASS)

SKILL NAME	KEY ABILITY	SKILL MODIFIER	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 (NOBILITY & ROYALTY)	INT		=	+	+
☒ KNOWLEDGE (RELIGION)	INT		=	+	+
☐ KNOWLEDGE ()	INT		=	+	+
☐ KNOWLEDGE ()	INT		=	+	+
☐ KNOWLEDGE ()	INT		=	+	+
☐ LISTEN ■	WIS		=	+	+
☐ MOVE SILENTLY ■	DEX*		=	+	+
☐ OPEN LOCK	DEX		=	+	+
☐ PERFORM ■ ()	CHA		=	+	+
☐ PERFORM ■ ()	CHA		=	+	+
☐ PERFORM ■ ()	CHA		=	+	+
☒ PROFESSION ()	WIS		=	+	+
☒ PROFESSION ()	WIS		=	+	+
☒ RIDE ■	DEX		=	+	+
☐ SEARCH ■	INT		=	+	+
☒ SENSE MOTIVE ■	WIS		=	+	+
☐ SLEIGHT OF HAND	DEX*		=	+	+
☐ SPELLCRAFT	INT		=	+	+
☐ SPOT ■	WIS		=	+	+
☐ SURVIVAL ■	WIS		=	+	+
☐ SWIM ■	STR*		=	+	+
☐ TUMBLE	DEX*		=	+	+
☐ USE MAGIC DEVICE	CHA		=	+	+
☐ USE ROPE ■	DEX		=	+	+
☐ _____	_____		=	+	+
☐ _____	_____		=	+	+

- Denotes a skill that can be used untrained.

*Armor check penalty, if any, applies. (Double penalty for Swim.)

[illegible]

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

[illegible]

CONTAINERS		
CONTAINER	CAPACITY	WEIGHT

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

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

NAME

SIZE

INITIATIVE

SPEED

HIT DICE

HIT POINTS

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

ARMOR CLASS

TOUCH AC

FLAT-FOOTED AC

NATURAL ARMOR ADJ

BASE ATTACK BONUS

GRAPPLE

ATTACK

FULL ATTACK

SPACE

REACH

SAVES

FORT

REF

WILL

ABILITIES

STR

DEX

CON

INT

WIS

CHA

SPECIAL ABILITIES OR QUALITIES

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

FEAT

PAGE REF.

FEAT

PAGE REF.

NOTES

NOTES

SPELLS

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

SPELLS KNOWN

SPELL SAVE DC

LEVEL

SPELLS/DAY

BONUS SPELLS

0

1st

2nd

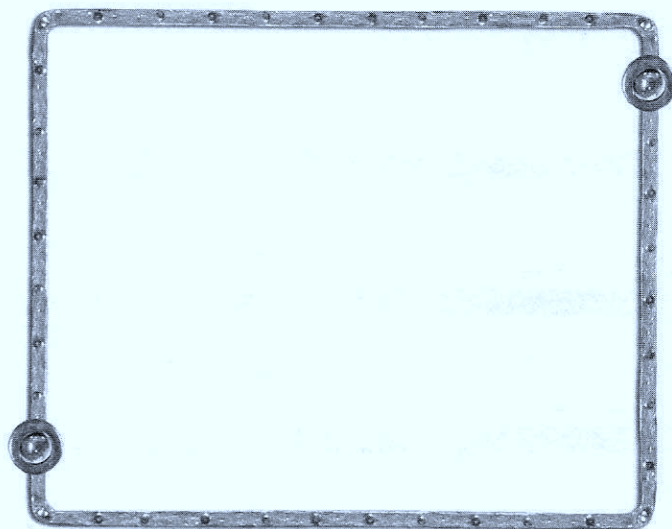
3rd

4th

NOTES

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

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

[illegible]

SMITE			
SMITES/DAY		ATTACK BONUS	
		DAMAGE BONUS	
			SMITES USED
TURN OR REBUKE UNDEAD			
TURN/REBUKE UNDEAD TIMES/DAY		TURNING CHECK MODIFIER	
			TURNS USED
* IF YOU HAVE 5 OR MORE RANKS IN KNOWLEDGE (RELIGION), YOU GAIN A +2 BONUS ON TURNING CHECKS.			

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

SPELL 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
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

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

TOUCH
ARMOR CLASSFLAT-FOOTED
ARMOR CLASS

HP	HIT POINTS	NONLETHAL DAMAGE
TOTAL		
	WOUNDS/CURRENT HP	

DAMAGE	REDUCTION

INITIATIVE	MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER

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

BASE ATTACK BONUS

SPELL RESISTANCE

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

Bloodied (50%)		d20	Location	Current	Defect
Base	Modified	1-3	Right Leg		Broken; Limb unusable.
		4-6	Left Leg		Broken; Limb unusable.
		7-10	Abdomen		Internal Bleeding; Weapon dmg every rnd
Battered (25%)	Modified	11-12	Chest		Broken Ribs; Fatigue; W/ exertion = Exhausted
		13-15	Right Arm		Broken; Limb unusable.
		16-18	Left Arm		Broken; Limb unusable.
		19-20	Head		Concussion; Dazed then Dazzled

Fatigued: Creature cannot run or charge & takes a -2 penalty to Strength and Dexterity.
Exhausted: Creature moves at half speed and takes a -6 penalty to Strength and Dexterity.
Dazed: Creature can take no actions, but has no penalty to AC.
Dazzled: Creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

CONDITIONAL
AC MODIFIERS

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
	☐ 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 (DUNGEONEERING)	INT			
	☒ KNOWLEDGE (GEOGRAPHY)	INT			
	☐ KNOWLEDGE (NATURE)	INT			
	☐ KNOWLEDGE ()	INT			
	☐ KNOWLEDGE ()	INT			
	☒ LISTEN ■	WIS			
	☒ MOVE SILENTLY ■	DEX*			
	☐ OPEN LOCK	DEX			
	☐ PERFORM ■ ()	CHA			
	☐ PERFORM ■ ()	CHA			
	☐ PERFORM ■ ()	CHA			
	☒ PROFESSION ()	WIS			
	☒ PROFESSION ()	WIS			
	☒ RIDE ■	DEX			
	☒ SEARCH ■	INT			
	☐ SENSE MOTIVE ■	WIS			
	☐ SLEIGHT OF HAND	DEX*			
	☐ SPELLCRAFT	INT			
	☒ SPOT ■	WIS			
	☒ SURVIVAL ■	WIS			
	☒ SWIM ■	STR*			
	☐ TUMBLE	DEX*			
	☐ USE MAGIC DEVICE	CHA			
	☒ USE ROPE ■	DEX			

■ Denotes a skill that can be used untrained.

*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

[illegible]

CARRYING CAPACITY

PUSH OR DRAG
5 X MAX LOAD

LANGUAGES

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

CONTAINERS

[illegible]

WEALTH

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

EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

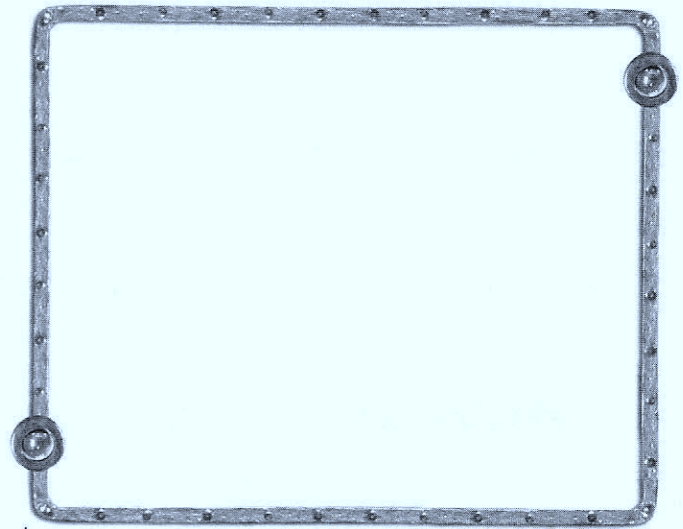
ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

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

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS



CLASS FEATURES

FAVORED ENEMIES	BONUS*
	[+]
	[+]
	[+]
	[+]
	[+]

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

CLASS FEATURE	PAGE REF.
NOTES	

CLASS FEATURE	PAGE REF.
NOTES	

CLASS FEATURE	PAGE REF.
NOTES	

CLASS FEATURE	PAGE REF.
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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	

RANGER

SPELLS

1ST-LEVEL RANGER SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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

2ND-LEVEL RANGER SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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

3RD-LEVEL RANGER SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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

4TH-LEVEL RANGER SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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



CHARACTER SHEET

ROGUE

CHARACTER NAME

	PLAYER
1	10
2	10
3	10
4	10
5	10
6	10
7	10
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100	10

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIN

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

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

TOUCH
ARMOR CLASS

FLAT-FOOTED

HP HIT POINTS	TOTAL	NONLETHAL DAMAGE
WOUNDS/CURRENT HP		

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

	TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER	=	+	

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

BASE ATTACK BONUS		SPELL RESISTANCE	
--------------------------	--	-------------------------	--

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

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

RANGE	TYPE	NOTES
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AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
-------	------	-------

AMMUNITION _____

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

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

AMMUNITION _____

Bloodied (50%)		d20	Location	Current	Defect
		1-3	Right Leg		<u>Broken</u> : Limb unusable.
Base	Modified	4-6	Left Leg		<u>Broken</u> : Limb unusable.
		7-10	Abdomen		<u>Internal Bleeding</u> : Weapon dmg every rnd
Battered (25%)		11-12	Chest		<u>Broken Ribs</u> : <i>Fatigue</i> w/exertion = <i>Exhausted</i>
		13-15	Right Arm		<u>Broken</u> : Limb unusable.
Base	Modified	16-18	Left Arm		<u>Broken</u> : Limb unusable.
		19-20	Head		<u>Concussion</u> : <i>Dazed then Dazzled</i>

Fatigued: Creature cannot run or charge & takes a -2 penalty to Strength and Dexterity.
Exhausted: Creature moves at half speed and takes a -6 penalty to Strength and Dexterity.
Dazed: Creature can take no actions, but has no penalty to AC.
Dazzled: Creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

CONDITIONAL AC MODIFIERS

SKILLS

CLASS SKILL?	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)		
			SKILL MODIFIER	ABILITY MODIFIER	RANKS
☒	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 (LOCAL)	INT		=	+ +
☐	KNOWLEDGE ()	INT		=	+ +
☐	KNOWLEDGE ()	INT		=	+ +
☐	KNOWLEDGE ()	INT		=	+ +
☐	KNOWLEDGE ()	INT		=	+ +
☒	LISTEN ■	WIS		=	+ +
☒	MOVE SILENTLY ■	DEX*		=	+ +
☒	OPEN LOCK	DEX		=	+ +
☒	PERFORM ■ ()	CHA		=	+ +
☒	PERFORM ■ ()	CHA		=	+ +
☒	PERFORM ■ ()	CHA		=	+ +
☒	PROFESSION ()	WIS		=	+ +
☒	PROFESSION ()	WIS		=	+ +
☐	RIDE ■	DEX		=	+ +
☒	SEARCH ■	INT		=	+ +
☒	SENSE MOTIVE ■	WIS		=	+ +
☒	SLEIGHT OF HAND	DEX*		=	+ +
☐	SPELLCRAFT	INT		=	+ +
☒	SPOT ■	WIS		=	+ +
☐	SURVIVAL ■	WIS		=	+ +
☒	SWIM ■	STR*		=	+ +
☒	TUMBLE	DEX*		=	+ +
☒	USE MAGIC DEVICE	CHA		=	+ +
☒	USE ROPE ■	DEX		=	+ +
☐	_____	_____		=	+ +
☐	_____	_____		=	+ +

- Denotes a skill that can be used untrained

‡Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT
TOTAL WEIGHT CARRIED			

CARRYING CAPACITY

LANGUAGES

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins or other markings on the paper.

CONTAINERS

WEALTH

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

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

NOTES

SKILL DCs

BALANCE

NARROW SURFACE

- 7–12 inches wide
- 2–6 inches wide
- Less than 2 inches wide

BALANCE DC

- 10
- 15
- 20

DIFFICULT SURFACE

- Uneven flagstone
- Hewn stone floor
- Sloped or angled floor

BALANCE DC¹

- 10²
- 10²
- 12²

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

NARROW SURFACE

- Lightly obstructed
- Severely obstructed
- Lightly slippery
- Severely slippery

DC MODIFIER¹

- +2
- +5
- +2
- +5

- 1 These modifiers stack.

BLUFF

CIRCUMSTANCES

SENSE MOTIVE

MODIFIER

- Target wants to believe you.
- Bluff is believable and doesn't affect the target much.
- Bluff is a little hard to believe or puts the target at some risk.
- Bluff is hard to believe or puts the target at significant risk.
- Bluff is way out there, almost too incredible to consider.

- 5
- +0
- +5
- +10
- +20

CLIMB

CLIMB DC

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

DC MODIFIER¹

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

- 1 These modifiers stack.

DISABLE DEVICE

DEVICE

TIME

DISABLE DEVICE DC¹

- | | | |
|-------------|------------|----|
| • Simple | 1 round | 10 |
| • Tricky | 1d4 rounds | 15 |
| • Difficult | 2d4 rounds | 20 |
| • Wicked | 2d4 rounds | 25 |

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

DISGUISE

DISGUISE

DISGUISE CHECK

MODIFIER

- Minor details only
- Disguised as different gender¹
- Disguised as different race¹
- Disguised as different age category¹

- +5
- 2
- 2
- 2²

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

FAMILIARITY

VIEWER'S SPOT

CHECK BONUS

- | | |
|-------------------------|-----|
| • Recognizes on sight | +4 |
| • Friends or associates | +6 |
| • Close friends | +8 |
| • Intimate | +10 |

ESCAPE ARTIST

RESTRAINT

- Ropes
- Net, animate rope spell, command plants spell, control plants spell, or entangle spell
- Snare spell

ESCAPE ARTIST DC

Binder's Use Rope

check +10

- 20
- 23

RESTRAINT

- Manacles
- Tight space
- Masterwork manacles
- Grappler

ESCAPE ARTIST DC

- 30
- 30
- 35

Grappler's grapple check result

JUMP

LONG JUMP

DISTANCE

- 5 feet
- 10 feet
- 15 feet
- 20 feet
- 25 feet
- etc ...

JUMP DC¹

- 5
- 10
- 15
- 20
- 25
- etc ...

HIGH JUMP

DISTANCE²

- 1 foot
- 2 feet
- 3 feet
- 4 feet
- 5 feet
- etc ...

- 4
- 8
- 12
- 16
- 20
- etc ...

- 1 Requires a 20-foot running start. Without a running start, double the DC.
- 2 Not including vertical reach (see Player's Handbook, page 77).

MOVE SILENTLY

SURFACE

- Noisy (scree, bog, undergrowth, dense rubble)
- Very noisy (dense undergrowth, deep snow)

CHECK MODIFIER

- 2
- 5

OPEN LOCK

LOCK

DC

Average lock

- 20
- 25

LOCK

DC

Good lock

Amazing lock

- 30
- 40

SEARCH

TASK

- Ransack a chest full of junk to find a certain item.
- Notice a typical secret door or simple trap.
- Find a difficult nonmagical trap.
- Find a magic trap
- Notice a well-hidden secret door
- Find a footprint

SEARCH DC

- 10
- 20
- 21 or higher
- 25 + spell level
- 30
- Varies¹

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

SLEIGHT OF HAND

TASK

- Palm a coin-sized object, or make a coin disappear
- Lift a small object from a person

SLEIGHT OF

HAND DC

- 10
- 20

TUMBLE

TUMBLE DC

TASK

- 15 Treat a fall as if it were 10 feet shorter than it really is when determining damage.
- 15¹ 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.
- 25¹ Tumble at one-half speed through an area occupied by an enemy as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent.

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

USE MAGIC DEVICE

TASK

- Activate blindly
- Decipher a written spell
- Use a scroll
- Use a wand
- Emulate a class feature
- Emulate an ability score
- Emulate a race
- Emulate an alignment

USE MAGIC

DEVICE DC

- 25
- 25 + spell level
- 20 + caster level
- 20
- 20
- Special¹
- 25
- 30

- 1 See Player's Handbook, page 85.

USE ROPE

TASK

- Tie a firm knot
- Secure a grappling hook
- Tie a special knot
- Tie a rope around yourself one-handed
- Splice two ropes together
- Bind a character

USE ROPE DC

- 10
- 10¹
- 15
- 15
- 15
- Varies

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

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

SNEAK ATTACK EXTRA DAMAGE

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

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CLASS FEATURE

PAGE REF.

NOTES

ASSASSIN

SPELLS

1ST-LEVEL ASSASSIN SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

KNOWN?

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

2ND-LEVEL ASSASSIN SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

KNOWN?

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

3RD-LEVEL ASSASSIN SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

KNOWN?

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

4TH-LEVEL ASSASSIN SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

KNOWN?

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

BLACKGUARD

SPELLS

1ST-LEVEL BLACKGUARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

NUMBER
PREPARED

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

* Evil creatures only.

2ND-LEVEL BLACKGUARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

NUMBER
PREPARED

- ☐ BULL'S STRENGTH _____
- ☐ CURE MODERATE WOUNDS _____
- ☐ DARKNESS _____
- ☐ DEATH KNEEL _____
- ☐ EAGLE'S SPLENDOR _____
- ☐ 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 SHEET

SORCERER / WIZARD

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

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

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

TOUCH
ARMOR CLASSFLAT-FOOTED
ARMOR CLASS

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

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		

CONDITIONAL
AC MODIFIERS

SKILLS

MAX RANKS
(CLASS/GROSS CLASS)

/

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	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 ()	INT				
☐	KNOWLEDGE ()	INT				
☐	KNOWLEDGE ()	INT				
☐	KNOWLEDGE ()	INT				
☐	KNOWLEDGE ()	INT				
☐	LISTEN ■	WIS				
☐	MOVE SILENTLY ■	DEX*				
☐	OPEN LOCK	DEX				
☐	PERFORM ■ ()	CHA				
☐	PERFORM ■ ()	CHA				
☐	PERFORM ■ ()	CHA				
☐	PROFESSION ()	WIS				
☐	PROFESSION ()	WIS				
☐	RIDE ■	DEX				
☐	SEARCH ■	INT				
☐	SENSE MOTIVE ■	WIS				
☐	SLEIGHT OF HAND	DEX*				
☐	SPELLCRAFT	INT				
☐	SPOT ■	WIS				
☐	SURVIVAL ■	WIS				
☐	SWIM ■	STR*				
☐	TUMBLE	DEX*				
☐	USE MAGIC DEVICE	CHA				
☐	USE ROPE ■	DEX				
☐						
☐						

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

BASE ATTACK BONUS	SPELL RESISTANCE

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

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		
AMMUNITION				

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		
AMMUNITION				

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		
AMMUNITION				

Bloodied (50%)		d20	Location	Current	Defect
Base	Modified	1-3	Right Leg		Broken: Limb unusable.
		4-6	Left Leg		Broken: Limb unusable.
		7-10	Abdomen		Internal Bleeding: Weapon dmg every rnd
Battered (25%)		11-12	Chest		Broken Ribs: Fatigue w/exertion = Exhausted
		13-15	Right Arm		Broken: Limb unusable.
Base	Modified	16-18	Left Arm		Broken: Limb unusable.
		19-20	Head		Concussion: Dazed then Dazzled

Fatigued: Creature cannot run or charge & takes a -2 penalty to Strength and Dexterity.
Exhausted: Creature moves at half speed and takes a -6 penalty to Strength and Dexterity.
Dazed: Creature can take no actions, but has no penalty to AC.
Dazzled: Creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

■ 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

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—			

FAMILIAR												
SIZE		INITIATIVE			SPEED							
HIT POINTS												
ARMOR CLASS		TOUCH AC		FLAT-FOOTED AC			NATURAL ARMOR ADJ					
BASE ATTACK BONUS			GRAPPLE		ATTACK							
FULL ATTACK												
SPACE					REACH							
SAVES					ABILITIES							
		FORT	REF	WILL			STR	DEX	CON	INT	WIS	CHA
FAMILIAR SPECIAL ABILITIES												
SKILLS												
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER							

FEAT

PAGE REF.

NOTES

NOTES

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

RACIAL TRAITS

NOTES

SORCERER/WIZARD

SPELLS

0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

NUMBER
PREPARED
(WIZARD) KNOWN?

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

1ST-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

NUMBER
PREPARED
(WIZARD) KNOWN?

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

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

2ND-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

NUMBER
PREPARED
(WIZARD) KNOWN?

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

☐	☐	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 IDIOCY	_____
☐	☐	WEB	_____
☐	☐	WHISPERING WIND	_____
☐	☐	_____	_____
☐	☐	_____	_____

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	_____

☐	☐	TONGUES	_____
☐	☐	VAMPIRIC TOUCH	_____
☐	☐	WATER BREATHING	_____
☐	☐	WIND WALL	_____
☐	☐	_____	_____
☐	☐	_____	_____

4TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

NUMBER
PREPARED
(WIZARD) KNOWN?

☐	☐	ANIMATE DEAD	_____
☐	☐	ARCANE 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?

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

6TH-LEVEL SORCERER/WIZARD SPELLS

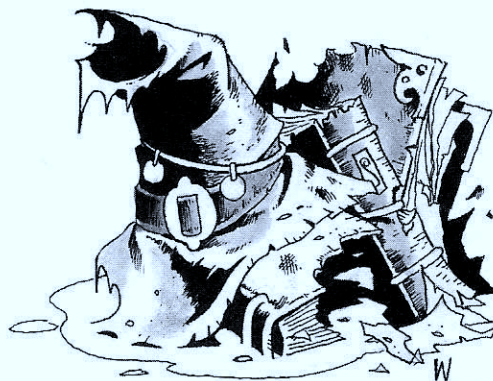
SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

NUMBER
PREPARED
(WIZARD) KNOWN?

☐	☐	ACID FOG	_____
☐	☐	ANALYZE DWEOMER	_____
☐	☐	ANTIMAGIC FIELD	_____
☐	☐	BEAR'S ENDURANCE, MASS	_____
☐	☐	BIGBY'S FORCEFUL HAND	_____
☐	☐	BULL'S STRENGTH, MASS	_____

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



7TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐

NUMBER
PREPARED
(WIZARD) KNOWN?

☐	☐	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	_____
☐	☐		_____
☐	☐		_____
☐	☐		_____