



# CHARACTER SHEETS



Julia Martin and Sean Glenn

character name \_\_\_\_\_ player \_\_\_\_\_  
 Barbarian \_\_\_\_\_  
 class \_\_\_\_\_ race \_\_\_\_\_ alignment \_\_\_\_\_ deity \_\_\_\_\_



level \_\_\_\_\_ size \_\_\_\_\_ age \_\_\_\_\_ gender \_\_\_\_\_ height \_\_\_\_\_ weight \_\_\_\_\_ eyes \_\_\_\_\_ hair \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> strength				
<b>DEX</b> dexterity				
<b>CON</b> constitution				
<b>INT</b> intelligence				
<b>WIS</b> wisdom				
<b>CHA</b> charisma				

**HP** hit points

**AC** armor class  = 10 +  (ARMOR BONUS) +  (SHIELD BONUS) +  (DEX MODIFIER) +  (SIZE MODIFIER) +  (NATURAL ARMOR) +  (MISC MODIFIER)

**INITIATIVE** modifier  =  (DEX MODIFIER) +  (MISC MODIFIER)

**BASE ATTACK** bonus

**DAMAGE REDUCTION**

**HIT DIE TYPE**  d12

**SPEED**

**MISS CHANCE**

**ARMOR CHECK PENALTY**

**SPELL RESISTANCE**

**SAVING THROWS**

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<b>REFLEX</b> (dexterity)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<b>WILL</b> (wisdom)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

**MELEE** attack bonus

**RANGED** attack bonus

TOTAL = BASE ATTACK BONUS + STR MODIFIER + SIZE MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

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

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

**AMMUNITION**

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

CROSS-CLASS	SKILLS					
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input checked="" type="checkbox"/>	Alchemy	int				
<input checked="" type="checkbox"/>	Appraise r	int				
<input checked="" type="checkbox"/>	Balance r	dex*				
<input checked="" type="checkbox"/>	Bluff r	cha				
<input type="checkbox"/>	Climb r	str*				
<input checked="" type="checkbox"/>	Concentration r	con				
<input type="checkbox"/>	Craft r (_____)	int				
<input checked="" type="checkbox"/>	Diplomacy r	cha				
<input checked="" type="checkbox"/>	Disable Device	int				
<input checked="" type="checkbox"/>	Disguise r	cha				
<input checked="" type="checkbox"/>	Escape Artist r	dex*				
<input checked="" type="checkbox"/>	Forgery r	int				
<input checked="" type="checkbox"/>	Gather Information r	cha				
<input type="checkbox"/>	Handle Animal	cha				
<input checked="" type="checkbox"/>	Heal r	wis				
<input checked="" type="checkbox"/>	Hide r	dex*				
<input checked="" type="checkbox"/>	Innuendo	wis				
<input type="checkbox"/>	Intimidate r	cha				
<input type="checkbox"/>	Intuit Direction	wis				
<input type="checkbox"/>	Jump r	str*				
<input checked="" type="checkbox"/>	Knowledge (arcana)	int				
<input checked="" type="checkbox"/>	Knowledge (architecture & engineering)	int				
<input checked="" type="checkbox"/>	Knowledge (geography)	int				
<input checked="" type="checkbox"/>	Knowledge (history)	int				
<input checked="" type="checkbox"/>	Knowledge (local)	int				
<input checked="" type="checkbox"/>	Knowledge (nature)	int				
<input checked="" type="checkbox"/>	Knowledge (nobility & royalty)	int				
<input checked="" type="checkbox"/>	Knowledge (the planes)	int				
<input checked="" type="checkbox"/>	Knowledge (religion)	int				
<input type="checkbox"/>	Listen r	wis				
<input checked="" type="checkbox"/>	Move Silently r	dex*				
<input checked="" type="checkbox"/>	Open Lock	dex				
<input checked="" type="checkbox"/>	Perform r (_____)					
<input type="checkbox"/>	Pick Pocket	cha				
<input checked="" type="checkbox"/>	Profession (_____)	dex*				
<input type="checkbox"/>	Ride r (_____)	wis				
<input type="checkbox"/>	Scry r [can't buy ranks]	dex			0	
<input checked="" type="checkbox"/>	Search r	int				
<input checked="" type="checkbox"/>	Sense Motive r	int				
<input checked="" type="checkbox"/>	Spellcraft	wis				
<input checked="" type="checkbox"/>	Spot r	str**				
<input type="checkbox"/>	Swim r	str**				
<input checked="" type="checkbox"/>	Tumble	dex*				
<input checked="" type="checkbox"/>	Use Rope r	dex				
<input type="checkbox"/>	Wilderness Lore r	wis				

Skills marked with r can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. \*armor check penalty, if any, applies. \*\* -1 per 5 lb. of gear.

CHARACTER NAME

PLAYER



Bard CLASS

RACE

ALIGNMENT

DEITY

CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name (STR, DEX, CON, INT, WIS, CHA), Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier.

HP, AC, Initiative, and Base Attack Bonus calculation boxes.

DAMAGE REDUCTION, HIT DIE TYPE (d6), and SPEED fields.

SAVING THROWS: FORTITUDE, REFLEX, WILL. Includes ability modifiers and temporary modifiers.

MELEE and RANGED ATTACK BONUS calculation boxes.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

WEAPON table (duplicate of the one above).

WEAPON table (duplicate of the one above).

ARMOR/PROTECTIVE ITEM table with columns: TYPE, ARMOR BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

SHIELD/PROTECTIVE ITEM table with columns: ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE, SPECIAL PROPERTIES.

AMMUNITION

Table for tracking ammunition with columns for weapon type and quantity.

SKILLS table header with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER.

- List of skills including Alchemy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana), Knowledge (Architecture & Engineering), Knowledge (Geography), Knowledge (History), Knowledge (Local), Knowledge (Nature), Knowledge (Nobility & Royalty), Knowledge (The Planes), Knowledge (Religion), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Magic Device, Use Rope, Wilderness Lore.

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with □ are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies. \*\* -1 per 5 lb. of gear.



**BARD SPELLS**

**SPELL SAVE**

INT  
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>

Number of Bard Spells Known

0  1st  2nd  3rd   
4th  5th  6th

**0 LEVEL**

- Dancing Lights
- Daze
- Detect Magic
- Flare
- Ghost Sound
- Light
- Mage Hand
- Mending
- Open/Close
- Prestidigitation
- Read Magic
- Resistance

**1ST LEVEL**

- Alarm
- Cause Fear
- Charm Person
- Cure Light Wounds
- Detect Secret Passages
- Erase
- Expeditious Retreat
- Feather Fall

- Grease
- Hypnotism
- Identify
- Mage Armor
- Magic Weapon
- Message
- Protection from Chaos
- Protection from Evil
- Protection from Good
- Protection from Law
- Silent Image
- Sleep
- Summon Monster I
- Unseen Servant
- Ventriloquism

**2ND LEVEL**

- Animal Trance
- Blindness/Deafness
- Blur
- Bull's Strength
- Cat's Grace
- Cure Moderate Wounds
- Darkness
- Daylight
- Delay Poison
- Detect Thoughts
- Enthral
- Glitterdust
- Hold Person
- Hypnotic Pattern
- Invisibility
- Levitate
- Locate Object
- Magic Mouth
- Minor Image
- Mirror Image
- Misdirection
- Obscure Object
- Pyrotechnics
- Scare
- See Invisibility
- Shatter
- Silence
- Sound Burst
- Suggestion

- Summon Monster II
- Summon Swarm
- Tasha's Hideous Laughter
- Tongues
- Undetectable Alignment
- Whispering Wind

**3RD LEVEL**

- Bestow Curse
- Blink
- Charm Monster
- Clairaudience/Clairvoyance
- Confusion
- Cure Serious Wounds
- Dispel Magic
- Displacement
- Emotion
- Fear
- Gaseous Form
- Greater Magic Weapon
- Gust of Wind
- Haste
- Illusory Script
- Invisibility Sphere
- Keen Edge
- Leomund's Tiny Hut
- Lesser Geas
- Magic Circle against Chaos
- Magic Circle against Evil
- Magic Circle against Good
- Magic Circle against Law
- Major Image
- Phantom Steed
- Remove Curse
- Remove Disease
- Scrying
- Sculpt Sound
- Sepia Snake Sigil
- Slow
- Summon Monster III
- Wind Wall

**4TH LEVEL**

- Break Enchantment
- Cure Critical Wounds

- Detect Scrying
- Dimension Door
- Dismissal
- Domination
- Hallucinatory Terrain
- Hold Monster
- Improved Invisibility
- Legend Lore
- Leomund's Secure Shelter
- Locate Creature
- Modify Memory
- Neutralize Poison
- Rainbow Pattern
- Shout
- Summon Monster IV

**5TH LEVEL**

- Contact Other Plane
- Control Water
- Dream
- False Vision
- Greater Dispelling
- Healing Circle
- Mind Fog
- Mirage Arcana
- Mislead
- Nightmare
- Persistent Image
- Summon Monster V

**6TH LEVEL**

- Control Weather
- Eyebite
- Geas/Quest
- Greater Scrying
- Mass Haste
- Mass Suggestion
- Permanent Image
- Programmed Image
- Project Image
- Repulsion
- Summon Monster VI
- Veil

CHARACTER NAME

PLAYER

Cleric  
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP, AC, Initiative, and Base Attack Bonus calculation boxes. Includes formulas for AC (10 + armor bonus + shield bonus + dex modifier + size modifier + natural armor + misc modifier) and Initiative (dex modifier + misc modifier).

DAMAGE REDUCTION, HIT DIE TYPE (d8), and SPEED table.

SAVING THROWS table for FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), and WILL (WISDOM). Includes columns for Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, and Temporary Modifier.

MELEE and RANGED ATTACK BONUS calculation boxes. Includes formulas for Total = Base Attack Bonus + Str Modifier + Size Modifier + Misc Modifier + Temporary Modifier.

WEAPON table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

WEAPON table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

WEAPON table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

ARMOR/PROTECTIVE ITEM table with columns for Type, Armor Bonus, Max Dex Bonus, Check Penalty, Spell Failure, Speed, Weight, and Special Properties.

SHIELD/PROTECTIVE ITEM table with columns for Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

AMMUNITION table with columns for Ammunition type and quantity.

SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists skills like Alchemy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana, Architecture & Engineering, Geography, History, Local, Nature), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Rope, Wilderness Lore.

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies. \*\* 1 per 5 lb. of gear.



## SPELL SAVE

WIS  
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

## 0 LEVEL

- 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

- 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
- Inflict Light Wounds
- Invisibility to Undead
- Magic Stone
- Magic Weapon
- Obscuring Mist
- Protection from Chaos
- Protection from Evil

- Protection from Good
- Protection from Law
- Random Action
- Remove Fear
- Sanctuary
- Shield of Faith
- Summon Monster I

## 2ND LEVEL

- Aid
- Animal Messenger
- Augury
- Bull's Strength
- Calm Emotions
- Consecrate
- Cure Moderate Wounds
- Darkness
- Death Knell
- Delay Poison
- Desecrate
- Endurance
- Enthral
- Find Traps
- Gentle Repose
- Hold Person
- Inflict Moderate Wounds
- Lesser Restoration
- Make Whole
- Remove Paralysis
- Resist Elements
- Shatter
- Shield Other
- Silence
- Sound Burst
- Speak with Animals
- Spiritual Weapon
- Summon Monster II
- Undetectable Alignment
- Zone of Truth

## 3RD LEVEL

- 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
- Negative Energy Protection
- Obscure Object

- Prayer
- Protection from Elements
- Remove Blindness/Deafness
- Remove Curse
- Remove Disease
- Searing Light
- Speak with Dead
- Speak with Plants
- Stone Shape
- Summon Monster III
- Water Breathing
- Water Walk
- Wind Wall

## 4TH LEVEL

- Air Walk
- Control Water
- Cure Critical Wounds
- Death Ward
- Dimensional Anchor
- Discern Lies
- Dismissal
- Divination
- Divine Power
- Freedom of Movement
- Giant Vermin
- Greater Magic Weapon
- Imbue with Spell Ability
- Inflict Critical Wounds
- Lesser Planar Ally
- Neutralize Poison
- Poison
- Repel Vermin
- Restoration
- Sending
- Spell Immunity
- Status
- Summon Monster IV
- Tongues

## 5TH LEVEL

- Atonement
- Break Enchantment
- Circle of Doom
- Commune
- Dispel Chaos
- Dispel Evil
- Dispel Good
- Dispel Law
- Ethereal Jaunt
- Flame Strike
- Greater Command
- Hallow
- Healing Circle
- Insect Plague
- Mark of Justice
- Plane Shift
- Raise Dead
- Righteous Might
- Scrying
- Slay Living
- Spell Resistance
- Summon Monster V
- True Seeing

- Unhallow
- Wall of Stone

## 6TH LEVEL

- Animate Objects
- Antilife Shell
- Banishment
- Blade Barrier
- Create Undead
- Etherealness
- Find the Path
- Forbiddance
- Geas/Quest
- Greater Dispelling
- Greater Glyph of Warding
- Harm
- Heal
- Heroes' Feast
- Planar Ally
- Summon Monster VI
- Wind Walk
- Word of Recall

## 7TH LEVEL

- Blasphemy
- Control Weather
- Destruction
- Dictum
- Greater Restoration
- Greater Scrying
- Holy Word
- Refuge
- Regenerate
- Repulsion
- Resurrection
- Summon Monster VII
- Word of Chaos

## 8TH LEVEL

- Antimagic Field
- Cloak of Chaos
- Create Greater Undead
- Discern Location
- Earthquake
- Fire Storm
- Greater Planar Ally
- Holy Aura
- Mass Heal
- Shield of Law
- Summon Monster VIII
- Symbol
- Unholy Aura

## 9TH LEVEL

- Astral Projection
- Energy Drain
- Gate
- Implosion
- Miracle
- Soul Bind
- Storm of Vengeance
- Summon Monster IX
- True Resurrection



CHARACTER NAME

PLAYER

Druid  
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR, DEX, CON, INT, WIS, and CHA.

Combat statistics table including HP (Hit Points), AC (Armor Class), Initiative, and Base Attack Bonus. Includes formulas for calculation and breakdowns of bonuses.

Defensive statistics table including Wounds/Current HP, Subdual Damage, Damage Reduction, Hit Die Type, and Speed. Includes fields for Miss Chance, Armor Check Penalty, and Spell Resistance.

Saving Throws table for Fortitude (Constitution), Reflex (Dexterity), and Will (Wisdom). Includes columns for Total, Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, and Temporary Modifier.

Melee and Ranged Attack Bonus tables. Includes columns for Total, Base Attack Bonus, Str Modifier, Size Modifier, Misc. Modifier, and Temporary Modifier.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Armor/Protective Item table with columns for Type, Armor Bonus, Max Dex Bonus, Check Penalty, Spell Failure, Speed, Weight, and Special Properties.

Shield/Protective Item table with columns for Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

Ammunition table with columns for Ammunition and Special Properties.

Skills table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists various skills like Alchemy, Appraise, Bluff, etc.



# DRUID SPELLS

## SPELL SAVE

<input type="checkbox"/>	WIS MODIFIER
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SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

## 0 LEVEL

- 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

- Animal Friendship
- Calm Animals
- Cure Light Wounds
- Detect Animals or Plants
- Detect Snares and Pits
- Endure Elements

- Entangle
- Faerie Fire
- Goodberry
- Invisibility to Animals
- Magic Fang
- Obscuring Mist
- Pass without Trace
- Shillelagh
- Summon Nature's Ally I

## 2ND LEVEL

- Animal Messenger
- Animal Trance
- Barkskin
- Charm Person or Animal
- Chill Metal
- Delay Poison
- Fire Trap
- Flame Blade
- Flaming Sphere
- Heat Metal
- Hold Animal
- Lesser Restoration
- Produce Flame
- Resist Elements
- Soften Earth and Stone
- Speak with Animals
- Summon Nature's Ally II
- Summon Swarm
- Tree Shape
- Warp Wood
- Wood Shape

## 3RD LEVEL

- Call Lightning
- Contagion
- Cure Moderate Wounds
- Diminish Plants
- Dominate Animal
- Greater Magic Fang
- Meld into Stone
- Neutralize Poison
- Plant Growth
- Poison
- Protection from Elements
- Remove Disease
- Snare

- Speak with Plants
- Spike Growth
- Stone Shape
- Summon Nature's Ally III
- Water Breathing

## 4TH LEVEL

- Antiplant Shell
- Control Plants
- Cure Serious Wounds
- Dispel Magic
- Flame Strike
- Freedom of Movement
- Giant Vermin
- Quench
- Reincarnate
- Repel Vermin
- Rusting Grasp
- Scrying
- Sleet Storm
- Spike Stones
- Summon Nature's Ally IV

## 5TH LEVEL

- Animal Growth
- Atonement
- Awaken
- Commune with Nature
- Control Winds
- Cure Critical Wounds
- Death Ward
- Hallow
- Ice Storm
- Insect Plague
- Summon Nature's Ally V
- Transmute Mud to Rock
- Transmute Rock to Mud
- Tree Stride
- Unhallow
- Wall of Fire
- Wall of Thorns

## 6TH LEVEL

- Antilife Shell
- Find the Path
- Fire Seeds

# SPELL PLANNING SHEETS

- Greater Dispelling
- Healing Circle
- Ironwood
- Liveoak
- Repel Wood
- Spellstaff
- Stone Tell
- Summon Nature's Ally VI
- Transport via Plants
- Wall of Stone

## 7TH LEVEL

- Changestaff
- Control Weather
- Creeping Doom
- Fire Storm
- Harm
- Heal
- Summon Nature's Ally VII
- Sunbeam
- Transmute Metal to Wood
- True Seeing
- Wind Walk

## 8TH LEVEL

- Animal Shapes
- Command Plants
- Finger of Death
- Repel Metal or Stone
- Reverse Gravity
- Summon Nature's Ally VIII
- Sunburst
- Whirlwind
- Word of Recall

## 9TH LEVEL

- Antipathy
- Earthquake
- Elemental Swarm
- Foresight
- Mass Heal
- Shapechange
- Shambler
- Summon Nature's Ally IX
- Sympathy

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

PLAYER \_\_\_\_\_



**Fighter**  
CLASS

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_

CHARACTER RECORD SHEETS

LEVEL \_\_\_\_\_ SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_

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

**HP** HIT POINTS

**AC** ARMOR CLASS  = 10 +  (ARMOR BONUS) +  (SHIELD BONUS) +  (DEX MODIFIER) +  (SIZE MODIFIER) +  (NATURAL ARMOR) +  (MISC MODIFIER)

**INITIATIVE** MODIFIER  -  (DEX MODIFIER) +  (MISC MODIFIER)

**BASE ATTACK** BONUS

**SPEED**

DAMAGE REDUCTION  HIT DIE TYPE **d10**

MISS CHANCE  ARMOR CHECK PENALTY  SPELL RESISTANCE

**SAVING THROWS**

**FORTITUDE** (CONSTITUTION)  =  (BASE SAVE) +  (ABILITY MODIFIER) +  (MAGIC MODIFIER) +  (MISC MODIFIER) +  (TEMPORARY MODIFIER)

**REFLEX** (DEXTERITY)  =  (BASE SAVE) +  (ABILITY MODIFIER) +  (MAGIC MODIFIER) +  (MISC MODIFIER) +  (TEMPORARY MODIFIER)

**WILL** (WISDOM)  =  (BASE SAVE) +  (ABILITY MODIFIER) +  (MAGIC MODIFIER) +  (MISC MODIFIER) +  (TEMPORARY MODIFIER)

**MELEE** ATTACK BONUS  =  (BASE ATTACK BONUS) +  (STR MODIFIER) +  (SIZE MODIFIER) +  (MISC MODIFIER) +  (TEMPORARY MODIFIER)

**RANGED** ATTACK BONUS  =  (BASE ATTACK BONUS) +  (DEX MODIFIER) +  (SIZE MODIFIER) +  (MISC MODIFIER) +  (TEMPORARY MODIFIER)

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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

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

**AMMUNITION**

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
<input checked="" type="checkbox"/> ALCHEMY	INT				
<input checked="" type="checkbox"/> APPRAISE	INT				
<input checked="" type="checkbox"/> BALANCE	DEX*				
<input checked="" type="checkbox"/> BLUFF	CHA				
<input type="checkbox"/> CLIMB	STR*				
<input checked="" type="checkbox"/> CONCENTRATION	CON				
<input type="checkbox"/> CRAFT ( _____ )	INT				
<input type="checkbox"/> DIPLOMACY	CHA				
<input checked="" type="checkbox"/> DISABLE DEVICE	INT				
<input checked="" type="checkbox"/> DISGUISE	CHA				
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX*				
<input checked="" type="checkbox"/> FORGERY	INT				
<input type="checkbox"/> GATHER INFORMATION	CHA				
<input type="checkbox"/> HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/> HEAL	WIS				
<input checked="" type="checkbox"/> HIDE	DEX*				
<input checked="" type="checkbox"/> INNUENDO	WIS				
<input checked="" type="checkbox"/> INTIMIDATE	CHA				
<input checked="" type="checkbox"/> INTUIT DIRECTION	WIS				
<input type="checkbox"/> JUMP	STR*				
<input type="checkbox"/> KNOWLEDGE (ARCANA)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (THE PLANES)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	INT				
<input checked="" type="checkbox"/> LISTEN	WIS				
<input checked="" type="checkbox"/> MOVE SILENTLY	DEX*				
<input checked="" type="checkbox"/> OPEN LOCK	DEX				
<input checked="" type="checkbox"/> PERFORM ( _____ )	CHA				
<input checked="" type="checkbox"/> PICK POCKET	DEX*				
<input checked="" type="checkbox"/> PROFESSION ( _____ )	WIS				
<input type="checkbox"/> RIDE ( _____ )	DEX				
<input type="checkbox"/> SCRY (can't buy ranks)	INT			0	
<input checked="" type="checkbox"/> SEARCH	INT				
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS				
<input checked="" type="checkbox"/> SPELLCRAFT	INT				
<input checked="" type="checkbox"/> SPOT	WIS				
<input type="checkbox"/> SWIM	STR**				
<input checked="" type="checkbox"/> TUMBLE	DEX*				
<input checked="" type="checkbox"/> USE ROPE	DEX				
<input checked="" type="checkbox"/> WILDERNESS LORE	WIS				

Skills marked with \* can be used normally even if the character has zero (0) skill ranks. Skills marked with \*\* are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies. \*\* -1 per 5 lb. of gear.



CHARACTER NAME

PLAYER



Monk CLASS

RACE

ALIGNMENT

DEITY

CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score grid for STR, DEX, CON, INT, WIS, CHA with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier.

HP, AC, Initiative, Base Attack, and Speed calculation boxes. Includes formulas like AC = 10 + Armor Bonus + Shield Bonus + Dex Modifier + Wis Modifier + Size Modifier + Natural Armor + Misc Modifier.

Saving Throws grid for Fortitude, Reflex, and Will with columns for Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, Temporary Modifier, and Conditional Modifiers.

Melee and Ranged attack bonus calculation boxes. Includes formulas like Total = Base Attack Bonus + Str Modifier + Size Modifier + Misc Modifier + Temporary Modifier.

Weapon table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Example: Unarmed Strike, Bludgeoning, x2.

Weapon table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Example: Empty.

Weapon table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Example: Empty.

Armor/Protective Item table with columns: ARMOR/PROTECTIVE ITEM, TYPE, ARMOR BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

Shield/Protective Item table with columns: SHIELD/PROTECTIVE ITEM, ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE, SPECIAL PROPERTIES.

AMMUNITION table with columns for ammunition types and quantities.

SKILLS table header with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER.

- List of skills including Alchemy, Appraise, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana), Knowledge (Architecture & Engineering), Knowledge (Geography), Knowledge (History), Knowledge (Local), Knowledge (Nature), Knowledge (Nobility & Royalty), Knowledge (The Planes), Knowledge (Religion), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Rope, Wilderness Lore.



CHARACTER NAME

PLAYER

Paladin  
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMPORARY SCORE, TEMPORARY MODIFIER. Rows: STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), CHA (Charisma).

HP HIT POINTS, AC ARMOR CLASS, INITIATIVE MODIFIER, BASE ATTACK BONUS. Includes formulas for calculating these values based on ability scores and bonuses.

DAMAGE REDUCTION, HIT DIE TYPE (d10), SPEED. Includes fields for MISS CHANCE, ARMOR CHLCK PENALTY, and SPELL RESISTANCE.

SAVING THROWS: FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), WILL (WISDOM). Includes formulas for calculating total bonuses from base save, ability, magic, misc, and temp modifiers.

CONDITIONAL MODIFIERS: Divine Grace. Apply Cha bonus (if you have one) to all saves.

MELEE ATTACK BONUS and RANGED ATTACK BONUS. Includes formulas for calculating total attack bonuses from base attack, STR, size, misc, and temp modifiers.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Sub-tables for RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Sub-tables for RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Sub-tables for RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

ARMOR/PROTECTIVE ITEM table with columns: TYPE, ARMOR BONUS, MAX DEX BONUS. Sub-tables for CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

SHIELD/PROTECTIVE ITEM table with columns: ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE. Sub-tables for SPECIAL PROPERTIES.

AMMUNITION table with columns for tracking ammunition types and quantities.

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Lists skills like Alchemy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana, Architecture & Engineering, Geography, History, Local, Nature), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Ride, Scream, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Rope, Wilderness Lore.

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies. \*\* -1 per 5 lb. of gear.





# PALADIN SPELLS

# RANGER SPELLS

## SPELL SAVE

<input type="checkbox"/>	WIS MODIFIER
--------------------------	-----------------

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your paladin class level.

## SPELL SAVE

<input type="checkbox"/>	WIS MODIFIER
--------------------------	-----------------

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your paladin class level.

## SPELL SAVE

<input type="checkbox"/>	WIS MODIFIER
--------------------------	-----------------

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your ranger class level.

## SPELL SAVE

<input type="checkbox"/>	WIS MODIFIER
--------------------------	-----------------

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your ranger class level.

## 1ST LEVEL

- Bless
- Bless Water
- Bless Weapon
- Create Water
- Cure Light Wounds
- Detect Poison
- Detect Undead
- Divine Favor
- Endure Elements
- Magic Weapon
- Protection from Evil
- Read Magic
- Resistance
- Virtue

## 1ST LEVEL

- Bless
- Bless Water
- Bless Weapon
- Create Water
- Cure Light Wounds
- Detect Poison
- Detect Undead
- Divine Favor
- Endure Elements
- Magic Weapon
- Protection from Evil
- Read Magic
- Resistance
- Virtue

## 1ST LEVEL

- Alarm
- Animal Friendship
- Delay Poison
- Detect Animals or Plants
- Detect Snares and Pits
- Entangle
- Magic Fang
- Pass without Trace
- Read Magic
- Resist Elements
- Speak with Animals
- Summon Nature's Ally I

## 1ST LEVEL

- Alarm
- Animal Friendship
- Delay Poison
- Detect Animals or Plants
- Detect Snares and Pits
- Entangle
- Magic Fang
- Pass without Trace
- Read Magic
- Resist Elements
- Speak with Animals
- Summon Nature's Ally I

## 2ND LEVEL

- Delay Poison
- Remove Paralysis
- Resist Elements
- Shield Other
- Undetectable Alignment

## 2ND LEVEL

- Delay Poison
- Remove Paralysis
- Resist Elements
- Shield Other
- Undetectable Alignment

## 2ND LEVEL

- Animal Messenger
- Cure Light Wounds
- Detect Chaos
- Detect Evil
- Detect Good
- Detect Law
- Hold Animal
- Protection from Elements
- Sleep
- Snare
- Speak with Plants
- Summon Nature's Ally II

## 2ND LEVEL

- Animal Messenger
- Cure Light Wounds
- Detect Chaos
- Detect Evil
- Detect Good
- Detect Law
- Hold Animal
- Protection from Elements
- Sleep
- Snare
- Speak with Plants
- Summon Nature's Ally II

## 3RD LEVEL

- Cure Moderate Wounds
- Discern Lies
- Dispel Magic
- Greater Magic Weapon
- Heal Mount
- Magic Circle against Evil
- Prayer
- Remove Blindness/Deafness

## 3RD LEVEL

- Cure Moderate Wounds
- Discern Lies
- Dispel Magic
- Greater Magic Weapon
- Heal Mount
- Magic Circle against Evil
- Prayer
- Remove Blindness/Deafness

## 3RD LEVEL

- Control Plants
- Diminish Plants
- Greater Magic Fang
- Neutralize Poison
- Plant Growth
- Remove Disease
- Summon Nature's Ally III
- Tree Shape
- Water Walk

## 3RD LEVEL

- Control Plants
- Diminish Plants
- Greater Magic Fang
- Neutralize Poison
- Plant Growth
- Remove Disease
- Summon Nature's Ally III
- Tree Shape
- Water Walk

## 4TH LEVEL

- Cure Serious Wounds
- Death Ward
- Dispel Evil
- Freedom of Movement
- Holy Sword
- Neutralize Poison

## 4TH LEVEL

- Cure Serious Wounds
- Death Ward
- Dispel Evil
- Freedom of Movement
- Holy Sword
- Neutralize Poison

## 4TH LEVEL

- Cure Serious Wounds
- Freedom of Movement
- Nondetection
- Polymorph Self
- Summon Nature's Ally IV
- Tree Stride
- Wind Wall

## 4TH LEVEL

- Cure Serious Wounds
- Freedom of Movement
- Nondetection
- Polymorph Self
- Summon Nature's Ally IV
- Tree Stride
- Wind Wall

CHARACTER NAME

PLAYER

Ranger  
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name (STR, DEX, CON, INT, WIS, CHA), Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier.

HP, AC, Initiative, and Base Attack Bonus calculation boxes. Includes formulas like HP = 10 + (Armor Bonus) + (Shield Bonus) + (DEX Modifier) + (Size Modifier) + (Natural Armor) + (Misc Modifier).

DAMAGE REDUCTION, HIT DIE TYPE (d10), and SPEED fields.

SAVING THROWS table with columns for Fortitude, Reflex, Will, Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, Temporary Modifier, and Conditional Modifiers.

MELEE and RANGED Attack Bonus calculation boxes. Includes formulas for Total = Base Attack Bonus + STR Modifier + Size Modifier + Misc Modifier + Temporary Modifier.

WEAPON table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

WEAPON table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

WEAPON table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

ARMOR/PROTECTIVE ITEM table with columns for Type, Armor Bonus, Max Dex Bonus, Check Penalty, Spell Failure, Speed, Weight, and Special Properties.

SHIELD/PROTECTIVE ITEM table with columns for Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

AMMUNITION table with columns for Ammunition type and quantity.

SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, Misc Modifier, and Max Ranks. Lists skills like Alchemy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana), Knowledge (Architecture & Engineering), Knowledge (Geography), Knowledge (History), Knowledge (Local), Knowledge (Nature), Knowledge (Nobility & Royalty), Knowledge (The Planes), Knowledge (Religion), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Rope, Wilderness Lore.

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with □ are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies. \*\* 1 per 5 lb. of gear.



# PALADIN SPELLS

# RANGER SPELLS

## SPELL SAVE

<input type="checkbox"/>	WIS MODIFIER
--------------------------	-----------------

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your paladin class level.

## SPELL SAVE

<input type="checkbox"/>	WIS MODIFIER
--------------------------	-----------------

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your paladin class level.

## SPELL SAVE

<input type="checkbox"/>	WIS MODIFIER
--------------------------	-----------------

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your ranger class level.

## SPELL SAVE

<input type="checkbox"/>	WIS MODIFIER
--------------------------	-----------------

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your ranger class level.

### 1ST LEVEL

- Bless
- Bless Water
- Bless Weapon
- Create Water
- Cure Light Wounds
- Detect Poison
- Detect Undead
- Divine Favor
- Endure Elements
- Magic Weapon
- Protection from Evil
- Read Magic
- Resistance
- Virtue

### 1ST LEVEL

- Bless
- Bless Water
- Bless Weapon
- Create Water
- Cure Light Wounds
- Detect Poison
- Detect Undead
- Divine Favor
- Endure Elements
- Magic Weapon
- Protection from Evil
- Read Magic
- Resistance
- Virtue

### 1ST LEVEL

- Alarm
- Animal Friendship
- Delay Poison
- Detect Animals or Plants
- Detect Snares and Pits
- Entangle
- Magic Fang
- Pass without Trace
- Read Magic
- Resist Elements
- Speak with Animals
- Summon Nature's Ally I

### 1ST LEVEL

- Alarm
- Animal Friendship
- Delay Poison
- Detect Animals or Plants
- Detect Snares and Pits
- Entangle
- Magic Fang
- Pass without Trace
- Read Magic
- Resist Elements
- Speak with Animals
- Summon Nature's Ally I

### 2ND LEVEL

- Delay Poison
- Remove Paralysis
- Resist Elements
- Shield Other
- Undetectable Alignment

### 2ND LEVEL

- Delay Poison
- Remove Paralysis
- Resist Elements
- Shield Other
- Undetectable Alignment

### 2ND LEVEL

- Animal Messenger
- Cure Light Wounds
- Detect Chaos
- Detect Evil
- Detect Good
- Detect Law
- Hold Animal
- Protection from Elements
- Sleep
- Snare
- Speak with Plants
- Summon Nature's Ally II

### 2ND LEVEL

- Animal Messenger
- Cure Light Wounds
- Detect Chaos
- Detect Evil
- Detect Good
- Detect Law
- Hold Animal
- Protection from Elements
- Sleep
- Snare
- Speak with Plants
- Summon Nature's Ally II

### 3RD LEVEL

- Cure Moderate Wounds
- Discern Lies
- Dispel Magic
- Greater Magic Weapon
- Heal Mount
- Magic Circle against Evil
- Prayer
- Remove Blindness/Deafness

### 3RD LEVEL

- Cure Moderate Wounds
- Discern Lies
- Dispel Magic
- Greater Magic Weapon
- Heal Mount
- Magic Circle against Evil
- Prayer
- Remove Blindness/Deafness

### 3RD LEVEL

- Control Plants
- Diminish Plants
- Greater Magic Fang
- Neutralize Poison
- Plant Growth
- Remove Disease
- Summon Nature's Ally III
- Tree Shape
- Water Walk

### 3RD LEVEL

- Control Plants
- Diminish Plants
- Greater Magic Fang
- Neutralize Poison
- Plant Growth
- Remove Disease
- Summon Nature's Ally III
- Tree Shape
- Water Walk

### 4TH LEVEL

- Cure Serious Wounds
- Death Ward
- Dispel Evil
- Freedom of Movement
- Holy Sword
- Neutralize Poison

### 4TH LEVEL

- Cure Serious Wounds
- Death Ward
- Dispel Evil
- Freedom of Movement
- Holy Sword
- Neutralize Poison

### 4TH LEVEL

- Cure Serious Wounds
- Freedom of Movement
- Nondetection
- Polymorph Self
- Summon Nature's Ally IV
- Tree Stride
- Wind Wall

### 4TH LEVEL

- Cure Serious Wounds
- Freedom of Movement
- Nondetection
- Polymorph Self
- Summon Nature's Ally IV
- Tree Stride
- Wind Wall



CHARACTER RECORD SHEETS

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_  
**Rogue** CLASS \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_  
 LEVEL \_\_\_\_\_ SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_

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

**TOTAL HP** HIT POINTS \_\_\_\_\_

**AC** ARMOR CLASS \_\_\_\_\_ = 10 + \_\_\_\_\_

**INITIATIVE** MODIFIER \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_

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

**TOTAL** \_\_\_\_\_ = 10 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

ARMOR BONUS \_\_\_\_\_ SHIELD BONUS \_\_\_\_\_ DEX MODIFIER \_\_\_\_\_ SIZE MODIFIER \_\_\_\_\_ NATURAL ARMOR \_\_\_\_\_ MISC MODIFIER \_\_\_\_\_

**DAMAGE REDUCTION** \_\_\_\_\_

**HIT DIE TYPE** **d6**

**SPEED** \_\_\_\_\_

MISS CHANCE \_\_\_\_\_ ARMOR CHECK PENALTY \_\_\_\_\_ SPELL RESISTANCE \_\_\_\_\_

**SAVING THROWS**

**FORTITUDE** (CONSTITUTION) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**REFLEX** (DEXTERITY) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**WILL** (WISDOM) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

BASE SAVE \_\_\_\_\_ ABILITY MODIFIER \_\_\_\_\_ MAGIC MODIFIER \_\_\_\_\_ MISC MODIFIER \_\_\_\_\_ TEMPORARY MODIFIER \_\_\_\_\_

**MELEE** ATTACK BONUS \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**RANGED** ATTACK BONUS \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

BASE ATTACK BONUS \_\_\_\_\_ STR MODIFIER \_\_\_\_\_ SIZE MODIFIER \_\_\_\_\_ MISC MODIFIER \_\_\_\_\_ TEMPORARY MODIFIER \_\_\_\_\_ SNEAK ATTACK EXTRA DAMAGE \_\_\_\_\_

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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

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

**AMMUNITION**

\_\_\_\_\_

CROSS-CLASS	SKILLS				
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
<input checked="" type="checkbox"/>	ALCHEMY	INT			
<input type="checkbox"/>	APPRAISE ■	INT			
<input type="checkbox"/>	BALANCE ■	DEX*			
<input type="checkbox"/>	BLUFF ■	CHA			
<input type="checkbox"/>	CLIMB ■	STR*			
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON			
<input type="checkbox"/>	CRAFT ■ ( _____ )	INT			
<input type="checkbox"/>	DECIPHER SCRIPT	INT			
<input type="checkbox"/>	DIPLOMACY ■	CHA			
<input type="checkbox"/>	DISABLE DEVICE	INT			
<input type="checkbox"/>	DISGUISE ■	CHA			
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*			
<input type="checkbox"/>	FORGERY ■	INT			
<input checked="" type="checkbox"/>	GATHER INFORMATION ■	CHA			
<input type="checkbox"/>	HANDLE ANIMAL	CHA			
<input checked="" type="checkbox"/>	HEAL ■	WIS			
<input type="checkbox"/>	HIDE ■	DEX*			
<input type="checkbox"/>	INNUENDO	WIS			
<input type="checkbox"/>	INTIMIDATE ■	CHA			
<input type="checkbox"/>	INTUIT DIRECTION	WIS			
<input type="checkbox"/>	JUMP ■	STR*			
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (HISTORY)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (LOCAL)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (NATURE)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (NOBILITY & ROYALTY)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (RELIGION)	INT			
<input type="checkbox"/>	LISTEN ■	WIS			
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*			
<input type="checkbox"/>	OPEN LOCK	DEX			
<input type="checkbox"/>	PERFORM ■ ( _____ )	CHA			
<input type="checkbox"/>	PICK POCKET	DEX*			
<input type="checkbox"/>	PROFESSION ( _____ )	WIS			
<input type="checkbox"/>	READ LIPS	INT			
<input checked="" type="checkbox"/>	RIDE ■ ( _____ )	DEX			
<input type="checkbox"/>	SCRY ■ [can't buy ranks]	INT		0	
<input type="checkbox"/>	SEARCH ■	INT			
<input type="checkbox"/>	SENSE MOTIVE ■	WIS			
<input checked="" type="checkbox"/>	SPELLCRAFT	INT			
<input type="checkbox"/>	SPOT ■	WIS			
<input type="checkbox"/>	SWIM ■	STR**			
<input type="checkbox"/>	TUMBLE	DEX*			
<input type="checkbox"/>	USE MAGIC DEVICE	CHA			
<input type="checkbox"/>	USE ROPE ■	DEX			
<input checked="" type="checkbox"/>	WILDERNESS LORE ■	WIS			
<input type="checkbox"/>					

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies. \*\* -1 per 5 lb. of gear



CHARACTER NAME

PLAYER



Sorcerer  
CLASS

RACE

ALIGNMENT

DEITY

CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name (STR, DEX, CON, INT, WIS, CHA), Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier.

HP, AC, and Initiative calculation boxes. HP: [ ] WOUNDS/CURRENT HP [ ] SUBDUAL DAMAGE [ ] AC: [ ] - 10 + [ ] + [ ] + [ ] + [ ] + [ ] + [ ] + [ ]

DAMAGE REDUCTION, HIT DIE TYPE (d4), and SPEED table with columns for Miss Chance, Arcane Spell Failure, Armor Check Penalty, and Spell Resistance.

INITIATIVE MODIFIER and BASE ATTACK BONUS calculation boxes.

SKILLS table header with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier.

SAVING THROWS table for FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), and WILL (WISDOM) with columns for Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, and Temporary Modifier.

MELEE ATTACK BONUS and RANGED ATTACK BONUS calculation boxes.

WEAPON table header and first row for weapon entry.

WEAPON table header and first row for weapon entry.

WEAPON table header and first row for weapon entry.

ARMOR/PROTECTIVE ITEM table header and first row.

SHIELD/PROTECTIVE ITEM table header and first row.

AMMUNITION table with columns for Ammunition type and quantity.

Main skills list including Alchemy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana), Knowledge (Architecture & Engineering), Knowledge (Geography), Knowledge (History), Knowledge (Local), Knowledge (Nature), Knowledge (Nobility & Royalty), Knowledge (The Planes), Knowledge (Religion), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Rope, Wilderness Lore.

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies. \*\* -1 per 5 lb. of gear.





## SPELL SAVE

MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

### Number of Sorcerer Spells Known

0 \_\_\_\_\_ 1st \_\_\_\_\_ 2nd \_\_\_\_\_ 3rd \_\_\_\_\_  
 4th \_\_\_\_\_ 5th \_\_\_\_\_ 6th \_\_\_\_\_ 7th \_\_\_\_\_  
 8th \_\_\_\_\_ 9th \_\_\_\_\_

## 0 LEVEL

### Abjuration

Resistance

### Conjuration

Ray of Frost

### Divination

Detect Poison

### Enchantment

Daze

### Evocation

Flare  
 Light

### Illusion

Dancing Lights  
 Ghost Sound

### Necromancy

Disrupt Undead

### Transmutation

Mage Hand  
 Mending  
 Open/Close

### Universal

Arcane Mark  
 Detect Magic  
 Prestidigitation  
 Read Magic

## 1ST LEVEL

### Abjuration

Alarm  
 Endure Elements  
 Hold Portal  
 Protection from Chaos

Protection from Evil  
 Protection from Good  
 Protection from Law  
 Shield

### Conjuration

Grease  
 Mage Armor  
 Mount  
 Obscuring Mist  
 Summon Monster I  
 Unseen Servant

### Divination

Comprehend Languages  
 Detect Secret Doors  
 Detect Undead  
 Identify  
 True Strike

### Enchantment

Charm Person  
 Hypnotism  
 Sleep

### Evocation

Magic Missile  
 Tenser's Floating Disk

### Illusion

Change Self  
 Color Spray  
 Nystul's Magical Aura  
 Nystul's Undetectable Aura  
 Silent Image  
 Ventriloquism

### Necromancy

Cause Fear  
 Chill Touch  
 Ray of Enfeeblement

### Transmutation

Animate Rope  
 Burning Hands  
Enlarge  
 Erase  
 Expeditious Retreat  
 Feather Fall  
 Jump  
 Magic Weapon  
 Message  
 Reduce  
 Shocking Grasp  
 Spider Climb

## 2ND LEVEL

### Abjuration

Arcane Lock  
 Obscure Object  
 Protection from Arrows  
 Resist Elements

### Conjuration

Fog Cloud  
 Glitterdust  
 Melf's Acid Arrow  
 Summon Monster II

Summon Swarm  
 Web

### Divination

Detect Thoughts  
 Locate Object  
 See Invisibility

### Enchantment

Tasha's Hideous Laughter

### Evocation

Darkness  
 Daylight  
 Flaming Sphere  
 Shatter

### Illusion

Blur  
 Continual Flame  
 Hypnotic Pattern  
 Invisibility  
 Leomund's Trap  
 Magic Mouth  
 Minor Image  
 Mirror Image  
 Misdirection

### Necromancy

Ghoul Touch  
 Scare  
 Spectral Hand

### Transmutation

Alter Self  
 Blindness/Deafness  
 Bull's Strength  
 Cat's Grace  
 Darkvision  
 Endurance  
 Knock  
 Levitate  
 Pyrotechnics  
 Rope Trick  
 Whispering Wind

## 3RD LEVEL

### Abjuration

Dispel Magic  
 Explosive Runes  
 Magic Circle against Chaos  
 Magic Circle against Evil  
 Magic Circle against Good  
 Magic Circle against Law  
 Nondetection  
 Protection from Elements

### Conjuration

Flame Arrow  
 Phantom Steed  
 Sepia Snake Sigil  
 Sleet Storm  
 Stinking Cloud  
 Summon Monster III

### Divination

Clairaudience/Clairvoyance  
 Tongues

### Enchantment

Hold Person  
 Suggestion

### Evocation

Fireball  
 Gust of Wind  
 Leomund's Tiny Hut  
 Lightning Bolt  
 Wind Wall

### Illusion

Displacement  
 Illusory Script  
 Invisibility Sphere  
 Major Image

### Necromancy

Gentle Repose  
 Halt Undead  
 Vampiric Touch

### Transmutation

Blink  
 Fly  
 Gaseous Form  
 Greater Magic Weapon  
 Haste  
 Keen Edge  
 Secret Page  
 Shrink Item  
 Slow  
 Water Breathing

## 4TH LEVEL

### Abjuration

Dimensional Anchor  
 Fire Trap  
 Minor Globe of Invulnerability  
 Remove Curse  
 Stoneskin

### Conjuration

Evard's Black Tentacles  
 Leomund's Secure Shelter  
 Minor Creation  
 Solid Fog  
 Summon Monster IV

### Divination

Arcane Eye  
 Detect Scrying  
 Locate Creature  
 Scrying

### Enchantment

Charm Monster  
 Confusion  
 Emotion  
 Lesser Geas

### Evocation

Fire Shield  
 Ice Storm  
 Otiluke's Resilient Sphere  
 Shout  
 Wall of Fire  
 Wall of Ice

# SORCERER AND WIZARD SPELLS

## Illusion

- Hallucinatory Terrain
- Illusory Wall
- Improved Invisibility
- Phantasmal Killer
- Rainbow Pattern
- Shadow Conjunction

## Necromancy

- Contagion
- Elevation
- Fear

## Transmutation

- Bestow Curse
- Dimension Door
- Polymorph Other
- Polymorph Self
- Rary's Mnemonic Enhancer (wizard only)

## 5TH LEVEL

### Abjuration

- Dismissal

### Conjuration

- Cloudkill
- Leomund's Secret Chest
- Lesser Planar Binding
- Major Creation
- Mordenkainen's Faithful Hound
- Summon Monster V
- Wall of Iron
- Wall of Stone

### Divination

- Contact Other Plane
- Prying Eyes
- Rary's Telepathic Bond

### Enchantment

- Dominate Person
- Feeblemind
- Hold Monster
- Mind Fog

### Evocation

- Bigby's Interposing Hand
- Cone of Cold
- Sending
- Wall of Force

### Illusion

- Dream
- False Vision
- Greater Shadow Conjunction
- Mirage Arcana
- Nightmare
- Persistent Image
- Seeming
- Shadow Evocation

### Necromancy

- Animate Dead
- Magic Jar

### Transmutation

- Animal Growth

## □□□ Fabricate

- Passwall
- Stone Shape
- Telekinesis
- Teleport
- Transmute Mud to Rock
- Transmute Rock to Mud

## Universal

- Permanency

## 6TH LEVEL

### Abjuration

- Antimagic Field
- Globe of Invulnerability
- Greater Dispelling
- Guards and Wards
- Repulsion

### Conjuration

- Acid Fog
- Planar Binding
- Summon Monster VI

### Divination

- Analyze Dweomer
- Legend Lore
- True Seeing

### Enchantment

- Geas/Quest
- Mass Suggestion

### Evocation

- Bigby's Forceful Hand
- Chain Lightning
- Contingency
- Otiluke's Freezing Sphere

### Illusion

- Greater Shadow Evocation
- Mislead
- Permanent Image
- Programmed Image
- Project Image
- Shades
- Veil

### Necromancy

- Circle of Death

### Transmutation

- Control Water
- Control Weather
- Disintegrate
- Eyebite
- Flesh to Stone
- Mass Haste
- Mordenkainen's Lucubration (wizard only)
- Move Earth
- Stone to Flesh
- Tenser's Transformation

## 7TH LEVEL

### Abjuration

- Banishment
- Sequester

## □□□ Spell Turning

## Conjuration

- Drawmij's Instant Summons
- Mordenkainen's Magnificent Mansion
- Phase Door
- Power Word, Stun
- Summon Monster VII

## Divination

- Greater Scrying
- Vision

## Enchantment

- Insanity

## Evocation

- Bigby's Grasping Hand
- Delayed Blast Fireball
- Forcecage
- Mordenkainen's Sword
- Prismatic Spray

## Illusion

- Mass Invisibility
- Shadow Walk
- Simulacrum

## Necromancy

- Control Undead
- Finger of Death

## Transmutation

- Ethereal Jaunt
- Plane Shift
- Reverse Gravity
- Statue
- Teleport without Error
- Vanish

## Universal

- Limited Wish

## 8TH LEVEL

### Abjuration

- Mind Blank
- Prismatic Wall
- Protection from Spells

### Conjuration

- Greater Planar Binding
- Incendiary Cloud
- Maze
- Power Word, Blind
- Summon Monster VIII
- Trap the Soul

### Divination

- Discern Location

### Enchantment

- Antipathy
- Binding
- Demand
- Mass Charm
- Otto's Irresistible Dance
- Sympathy

# SPELL PLANNING SHEETS

## Evocation

- Bigby's Clenched Fist
- Otiluke's Telekinetic Sphere
- Sunburst

## Illusion

- Screen

## Necromancy

- Clone
- Horrid Wilting

## Transmutation

- Etherealness
- Iron Body
- Polymorph Any Object

## Universal

- Symbol

## 9TH LEVEL

### Abjuration

- Freedom
- Imprisonment
- Mordenkainen's Disjunction
- Prismatic Sphere

### Conjuration

- Gate
- Power Word, Kill
- Summon Monster IX

### Divination

- Foresight

### Enchantment

- Dominate Monster

### Evocation

- Bigby's Crushing Hand
- Meteor Swarm

### Illusion

- Weird

### Necromancy

- Astral Projection
- Energy Drain
- Soul Bind
- Wail of the Banshee

### Transmutation

- Refuge
- Shapechange
- Teleportation Circle
- Temporal Stasis
- Time Stop

### Universal

- Wish

CHARACTER NAME

PLAYER

Wizard  
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMPORARY SCORE, TEMPORARY MODIFIER. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP HIT POINTS, AC ARMOR CLASS, INITIATIVE MODIFIER, BASE ATTACK BONUS. Includes formulas for AC and Initiative.

DAMAGE REDUCTION, HIT DIE TYPE (d4), SPEED. Includes fields for MISS CHANCE, ARCANESPELL FAILURE, ARMOR CHECK PENALTY, SPELL RESISTANCE.

SAVING THROWS: FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), WILL (WISDOM). Includes formulas for each.

MELEE ATTACK BONUS, RANGED ATTACK BONUS. Includes formulas for attack bonuses.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

ARMOR/PROTECTIVE ITEM table with columns: ARMOR/PROTECTIVE ITEM, TYPE, ARMOR BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

SHIELD/PROTECTIVE ITEM table with columns: SHIELD/PROTECTIVE ITEM, ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE, SPECIAL PROPERTIES.

AMMUNITION

Table for tracking ammunition with columns for different types of ammo.

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER.

Skills list including Alchemy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana), Knowledge (Architecture & Engineering), Knowledge (Geography), Knowledge (History), Knowledge (Local), Knowledge (Nature), Knowledge (nobility & royalty), Knowledge (the planes), Knowledge (religion), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Rope, Wilderness Lore.

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies. \*\* -1 per 5 lb. of gear.



## SPELL SAVE

MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

### Number of Sorcerer Spells Known

0 1st 2nd 3rd  
 4th 5th 6th 7th  
 8th 9th

## 0 LEVEL

### Abjuration

Resistance

### Conjuration

Ray of Frost

### Divination

Detect Poison

### Enchantment

Daze

### Evocation

Flare  
 Light

### Illusion

Dancing Lights  
 Ghost Sound

### Necromancy

Disrupt Undead

### Transmutation

Mage Hand  
 Mending  
 Open/Close

### Universal

Arcane Mark  
 Detect Magic  
 Prestidigitation  
 Read Magic

## 1ST LEVEL

### Abjuration

Alarm  
 Endure Elements  
 Hold Portal  
 Protection from Chaos

Protection from Evil  
 Protection from Good  
 Protection from Law  
 Shield

### Conjuration

Grease  
 Mage Armor  
 Mount  
 Obscuring Mist  
 Summon Monster I  
 Unseen Servant

### Divination

Comprehend Languages  
 Detect Secret Doors  
 Detect Undead  
 Identify  
 True Strike

### Enchantment

Charm Person  
 Hypnotism  
 Sleep

### Evocation

Magic Missile  
 Tenser's Floating Disk

### Illusion

Change Self  
 Color Spray  
 Nystul's Magical Aura  
 Nystul's Undetectable Aura  
 Silent Image  
 Ventriloquism

### Necromancy

Cause Fear  
 Chill Touch  
 Ray of Enfeeblement

### Transmutation

Animate Rope  
 Burning Hands  
Enlarge  
 Erase  
 Expeditious Retreat  
 Feather Fall  
 Jump  
 Magic Weapon  
 Message  
 Reduce  
 Shocking Grasp  
 Spider Climb

## 2ND LEVEL

### Abjuration

Arcane Lock  
 Obscure Object  
 Protection from Arrows  
 Resist Elements

### Conjuration

Fog Cloud  
 Glitterdust  
 Melf's Acid Arrow  
 Summon Monster II

Summon Swarm  
 Web

### Divination

Detect Thoughts  
 Locate Object  
 See Invisibility

### Enchantment

Tasha's Hideous Laughter

### Evocation

Darkness  
 Daylight  
 Flaming Sphere  
 Shatter

### Illusion

Blur  
 Continual Flame  
 Hypnotic Pattern  
 Invisibility  
 Leomund's Trap  
 Magic Mouth  
 Minor Image  
 Mirror Image  
 Misdirection

### Necromancy

Ghoul Touch  
 Scare  
 Spectral Hand

### Transmutation

Alter Self  
 Blindness/Deafness  
 Bull's Strength  
 Cat's Grace  
 Darkvision  
 Endurance  
 Knock  
 Levitate  
 Pyrotechnics  
 Rope Trick  
 Whispering Wind

## 3RD LEVEL

### Abjuration

Dispel Magic  
 Explosive Runes  
 Magic Circle against Chaos  
 Magic Circle against Evil  
 Magic Circle against Good  
 Magic Circle against Law  
 Nondetection  
 Protection from Elements

### Conjuration

Flame Arrow  
 Phantom Steed  
 Sepia Snake Sigil  
 Sleet Storm  
 Stinking Cloud  
 Summon Monster III

### Divination

Clairaudience/Clairvoyance  
 Tongues

### Enchantment

Hold Person  
 Suggestion

### Evocation

Fireball  
 Gust of Wind  
 Leomund's Tiny Hut  
 Lightning Bolt  
 Wind Wall

### Illusion

Displacement  
 Illusory Script  
 Invisibility Sphere  
 Major Image

### Necromancy

Gentle Repose  
 Halt Undead  
 Vampiric Touch

### Transmutation

Blink  
 Fly  
 Gaseous Form  
 Greater Magic Weapon  
 Haste  
 Keen Edge  
 Secret Page  
 Shrink Item  
 Slow  
 Water Breathing

## 4TH LEVEL

### Abjuration

Dimensional Anchor  
 Fire Trap  
 Minor Globe of Invulnerability  
 Remove Curse  
 Stoneskin

### Conjuration

Evard's Black Tentacles  
 Leomund's Secure Shelter  
 Minor Creation  
 Solid Fog  
 Summon Monster IV

### Divination

Arcane Eye  
 Detect Scrying  
 Locate Creature  
 Scrying

### Enchantment

Charm Monster  
 Confusion  
 Emotion  
 Lesser Geas

### Evocation

Fire Shield  
 Ice Storm  
 Otiluke's Resilient Sphere  
 Shout  
 Wall of Fire  
 Wall of Ice

# SORCERER AND WIZARD SPELLS

## Illusion

- Hallucinatory Terrain
- Illusory Wall
- Improved Invisibility
- Phantasmal Killer
- Rainbow Pattern
- Shadow Conjunction

## Necromancy

- Contagion
- Elevation
- Fear

## Transmutation

- Bestow Curse
- Dimension Door
- Polymorph Other
- Polymorph Self
- Rary's Mnemonic Enhancer (wizard only)

## 5TH LEVEL

### Abjuration

- Dismissal

### Conjuration

- Cloudkill
- Leomund's Secret Chest
- Lesser Planar Binding
- Major Creation
- Mordenkainen's Faithful Hound
- Summon Monster V
- Wall of Iron
- Wall of Stone

### Divination

- Contact Other Plane
- Prying Eyes
- Rary's Telepathic Bond

### Enchantment

- Dominate Person
- Feeblemind
- Hold Monster
- Mind Fog

### Evocation

- Bigby's Interposing Hand
- Cone of Cold
- Sending
- Wall of Force

### Illusion

- Dream
- False Vision
- Greater Shadow Conjunction
- Mirage Arcana
- Nightmare
- Persistent Image
- Seeming
- Shadow Evocation

### Necromancy

- Animate Dead
- Magic Jar

### Transmutation

- Animal Growth

## □□□ Fabricate

- Passwall
- Stone Shape
- Telekinesis
- Teleport
- Transmute Mud to Rock
- Transmute Rock to Mud

## Universal

- Permanency

## 6TH LEVEL

### Abjuration

- Antimagic Field
- Globe of Invulnerability
- Greater Dispelling
- Guards and Wards
- Repulsion

### Conjuration

- Acid Fog
- Planar Binding
- Summon Monster VI

### Divination

- Analyze Dweomer
- Legend Lore
- True Seeing

### Enchantment

- Geas/Quest
- Mass Suggestion

### Evocation

- Bigby's Forceful Hand
- Chain Lightning
- Contingency
- Otiluke's Freezing Sphere

### Illusion

- Greater Shadow Evocation
- Mislead
- Permanent Image
- Programmed Image
- Project Image
- Shades
- Veil

### Necromancy

- Circle of Death

### Transmutation

- Control Water
- Control Weather
- Disintegrate
- Eyebite
- Flesh to Stone
- Mass Haste
- Mordenkainen's Lucubration (wizard only)
- Move Earth
- Stone to Flesh
- Tenser's Transformation

## 7TH LEVEL

### Abjuration

- Banishment
- Sequester

## □□□ Spell Turning

### Conjuration

- Drawmij's Instant Summons
- Mordenkainen's Magnificent Mansion
- Phase Door
- Power Word, Stun
- Summon Monster VII

### Divination

- Greater Scrying
- Vision

### Enchantment

- Insanity

### Evocation

- Bigby's Grasping Hand
- Delayed Blast Fireball
- Forcecage
- Mordenkainen's Sword
- Prismatic Spray

### Illusion

- Mass Invisibility
- Shadow Walk
- Simulacrum

### Necromancy

- Control Undead
- Finger of Death

### Transmutation

- Ethereal Jaunt
- Plane Shift
- Reverse Gravity
- Statue
- Teleport without Error
- Vanish

### Universal

- Limited Wish

## 8TH LEVEL

### Abjuration

- Mind Blank
- Prismatic Wall
- Protection from Spells

### Conjuration

- Greater Planar Binding
- Incendiary Cloud
- Maze
- Power Word, Blind
- Summon Monster VIII
- Trap the Soul

### Divination

- Discern Location

### Enchantment

- Antipathy
- Binding
- Demand
- Mass Charm
- Otto's Irresistible Dance
- Sympathy

# SPELL PLANNING SHEETS

## Evocation

- Bigby's Clenched Fist
- Otiluke's Telekinetic Sphere
- Sunburst

## Illusion

- Screen

## Necromancy

- Clone
- Horrid Wilting

## Transmutation

- Etherealness
- Iron Body
- Polymorph Any Object

## Universal

- Symbol

## 9TH LEVEL

### Abjuration

- Freedom
- Imprisonment
- Mordenkainen's Disjunction
- Prismatic Sphere

### Conjuration

- Gate
- Power Word, Kill
- Summon Monster IX

### Divination

- Foresight

### Enchantment

- Dominate Monster

### Evocation

- Bigby's Crushing Hand
- Meteor Swarm

### Illusion

- Weird

### Necromancy

- Astral Projection
- Energy Drain
- Soul Bind
- Wail of the Banshee

### Transmutation

- Refuge
- Shapechange
- Teleportation Circle
- Temporal Stasis
- Time Stop

### Universal

- Wish

Character Name \_\_\_\_\_ Player \_\_\_\_\_  
 Class \_\_\_\_\_ Race \_\_\_\_\_ Alignment \_\_\_\_\_ Level \_\_\_\_\_ Deity \_\_\_\_\_  
 Size \_\_\_\_\_ Age \_\_\_\_\_ Gender \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Eyes \_\_\_\_\_ Hair \_\_\_\_\_ Skin \_\_\_\_\_



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> strength				
<b>DEX</b> dexterity				
<b>CON</b> constitution				
<b>INT</b> intelligence				
<b>WIS</b> wisdom				
<b>CHA</b> charisma				

**HP**  
hit points

**AC**  
armor class

**INITIATIVE**  
modifier

**BASE ATTACK**  
bonus

TOTAL = 10 + [ ] + [ ] + [ ] + [ ] + [ ] + [ ] + [ ]

TOTAL = [ ] + [ ]

TOTAL = [ ] + [ ] + [ ] + [ ] + [ ] + [ ] + [ ]

**WOUNDS/CURRENT HP**

**SUBDUAL DAMAGE**

**DAMAGE REDUCTION**

**HIT DIE TYPE**

**SPEED**

MISS CHANCE [ ] ARCANIC SPELL FAILURE [ ] ARMOR CHECK PENALTY [ ] SPELL RESISTANCE [ ]

**SAVING THROWS**

**FORTITUDE**  
(constitution)

**REFLEX**  
(dexterity)

**WILL**  
(wisdom)

TOTAL = [ ] = [ ] + [ ] + [ ] + [ ] + [ ] + [ ]

conditional modifiers [ ]

**MELEE**  
attack bonus

**RANGED**  
attack bonus

TOTAL = [ ] = [ ] + [ ] + [ ] + [ ] + [ ] + [ ]

TOTAL = [ ] = [ ] + [ ] + [ ] + [ ] + [ ] + [ ]

WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

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

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

**AMMUNITION**

[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]	[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]	[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]	[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

CROSS-CLASS	SKILLS		MAX RANKS	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
<input type="checkbox"/>	Alchemy	int		
<input type="checkbox"/>	Animal empathy	cha		
<input type="checkbox"/>	Appraise	int		
<input type="checkbox"/>	Balance	dex*		
<input type="checkbox"/>	Bluff	cha		
<input type="checkbox"/>	Climb	str*		
<input type="checkbox"/>	Concentration	con		
<input type="checkbox"/>	Craft (_____)	int		
<input type="checkbox"/>	Decipher Script	int		
<input type="checkbox"/>	Diplomacy	cha		
<input type="checkbox"/>	Disable Device	int		
<input type="checkbox"/>	Disguise	cha		
<input type="checkbox"/>	Escape Artist	dex*		
<input type="checkbox"/>	Forgery	int		
<input type="checkbox"/>	Gather Information	cha		
<input type="checkbox"/>	Handle Animal	cha		
<input type="checkbox"/>	Heal	wis		
<input type="checkbox"/>	Hide	dex*		
<input type="checkbox"/>	Innuendo	wis		
<input type="checkbox"/>	Intimidate	cha		
<input type="checkbox"/>	Intuit Direction	wis		
<input type="checkbox"/>	Jump	str*		
<input type="checkbox"/>	Knowledge (arcana)	int		
<input type="checkbox"/>	Knowledge (architecture & engineering)	int		
<input type="checkbox"/>	Knowledge (geography)	int		
<input type="checkbox"/>	Knowledge (history)	int		
<input type="checkbox"/>	Knowledge (local)	int		
<input type="checkbox"/>	Knowledge (nature)	int		
<input type="checkbox"/>	Knowledge (nobility & royal ty)	int		
<input type="checkbox"/>	Knowledge (the planes)	int		
<input type="checkbox"/>	Knowledge (religion)	int		
<input type="checkbox"/>	Listen	wis		
<input type="checkbox"/>	Move Silently	dex*		
<input type="checkbox"/>	Open Lock	dex		
<input type="checkbox"/>	Perform (_____)			
<input type="checkbox"/>	Pick Pocket	cha		
<input type="checkbox"/>	Profession (_____)	wis		
<input type="checkbox"/>	Read Lips	int		
<input type="checkbox"/>	Ride (_____)	dex		
<input type="checkbox"/>	Scry	int		
<input type="checkbox"/>	Search	int		
<input type="checkbox"/>	Sense Motive	wis		
<input type="checkbox"/>	Spellcraft	int		
<input type="checkbox"/>	Spot	wis		
<input type="checkbox"/>	Swim	str*		
<input type="checkbox"/>	Tumble	dex*		
<input type="checkbox"/>	Use Magic Device	cha		
<input type="checkbox"/>	Use Rope	dex		
<input type="checkbox"/>	Wilderness Lore	wis		

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. \*armor check penalty, if any, applies. \*\* -1 per 5 lb. of gear.





CHARACTER NAME

PLAYER



Companion Creature CLASS

RACE

ALIGNMENT

DEITY

CHARACTER RECORD SHEETS

TOTAL

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name (STR, DEX, CON, INT, WIS, CHA), Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier.

HP, AC, Initiative, and Base Attack Bonus calculation tables.

Damage Reduction, Hit Die Type, and Speed tables.

Saving Throws table for Fortitude, Reflex, and Will.

Melee and Ranged Attack Bonus calculation tables.

Skills table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier.

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies. \*\* -1 per 5 lb. of gear.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table (duplicate).

Weapon table (duplicate).

Armor/Protective Item table with columns for Type, Armor Bonus, Max Dex Bonus, Check Penalty, Spell Failure, Speed, Weight, and Special Properties.

Shield/Protective Item table with columns for Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

Ammunition table with columns for Ammunition and Special Properties.

Campaign and Experience Points fields.

Gear table with columns for Item and Wt., and a Total Weight Carried field.

Special Abilities/Feats table.

Load capacity table with columns for Light Load, Medium Load, Heavy Load, Lift Over Head, Lift Off Ground, and Push or Drag.

MAGIC ITEM		MARKET PRICE	CASTER LEVEL
ABILITIES		CHARGES/USES	
BONUSES GRANTED			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMOR	COMPETENCE	DEFLECTION	ENHANCEMENT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LUCK	MORALE	NATURAL ARMOR	RESISTANCE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MAGIC ITEM		MARKET PRICE	CASTER LEVEL
ABILITIES		CHARGES/USES	
BONUSES GRANTED			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMOR	COMPETENCE	DEFLECTION	ENHANCEMENT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LUCK	MORALE	NATURAL ARMOR	RESISTANCE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MAGIC ITEM		MARKET PRICE	CASTER LEVEL
ABILITIES		CHARGES/USES	
BONUSES GRANTED			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMOR	COMPETENCE	DEFLECTION	ENHANCEMENT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LUCK	MORALE	NATURAL ARMOR	RESISTANCE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MAGIC ITEM		MARKET PRICE	CASTER LEVEL
ABILITIES		CHARGES/USES	
BONUSES GRANTED			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMOR	COMPETENCE	DEFLECTION	ENHANCEMENT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LUCK	MORALE	NATURAL ARMOR	RESISTANCE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR			
ITEM	WT.	ITEM	WT.

MAGIC ITEM		MARKET PRICE	CASTER LEVEL
ABILITIES		CHARGES/USES	
BONUSES GRANTED			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMOR	COMPETENCE	DEFLECTION	ENHANCEMENT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LUCK	MORALE	NATURAL ARMOR	RESISTANCE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MAGIC ITEM		MARKET PRICE	CASTER LEVEL
ABILITIES		CHARGES/USES	
BONUSES GRANTED			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMOR	COMPETENCE	DEFLECTION	ENHANCEMENT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LUCK	MORALE	NATURAL ARMOR	RESISTANCE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

# CHARACTER SHEETS

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