

DUNGEONS & DRAGONS®

Accessory

DELUXE CHARACTER SHEETS



BONUS d20 MODERN® CHARACTER SHEETS INCLUDED

DUNGEONS & DRAGONS



W.A.P. 03

PH Table 3–1: Base Save and Base Attack Bonuses

CLASS LEVEL	BASE SAVE BONUS (GOOD)	BASE SAVE BONUS (POOR)	BASE ATTACK BONUS (GOOD)	BASE ATTACK BONUS (AVERAGE)	BASE ATTACK BONUS (POOR)	CLASS LEVEL	BASE SAVE BONUS (GOOD)	BASE SAVE BONUS (POOR)	BASE ATTACK BONUS (GOOD)	BASE ATTACK BONUS (AVERAGE)	BASE ATTACK BONUS (POOR)
1st	+2	+0	+1	+0	+0	11th	+7	+3	+11/+6/+1	+8/+3	+5
2nd	+3	+0	+2	+1	+1	12th	+8	+4	+12/+7/+2	+8/+3	+6/+1
3rd	+3	+1	+3	+2	+1	13th	+8	+4	+13/+8/+3	+8/+3	+6/+1
4th	+4	+1	+4	+3	+2	14th	+9	+4	+14/+9/+4	+10/+5	+7/+2
5th	+4	+1	+5	+3	+2	15th	+9	+5	+15/+10/+5	+11/+6/+1	+7/+2
6th	+5	+2	+6/+1	+4	+3	16th	+10	+5	+16/+11/+6/+1	+12/+7/+2	+8/+3
7th	+5	+2	+7/+2	+5	+3	17th	+10	+5	+17/+12/+7/+2	+12/+7/+2	+8/+3
8th	+6	+2	+8/+3	+6/+1	+4	18th	+11	+6	+18/+13/+8/+3	+13/+8/+3	+9/+4
9th	+6	+3	+9/+4	+6/+1	+4	19th	+11	+6	+19/+14/+9/+4	+14/+9/+4	+9/+4
10th	+7	+3	+10/+5	+7/+2	+5	20th	+12	+6	+20/+15/+10/+5	+15/+10/+5	+10/+5

PH Table 3-2: Experience and Level-Dependent Benefits

CHARACTER LEVEL	XP	CLASS SKILL MAX RANKS	CROSS-CLASS SKILL MAX RANKS	FEATS	ABILITY SCORE INCREASES	CHARACTER LEVEL	XP	CLASS SKILL MAX RANKS	CROSS-CLASS SKILL MAX RANKS	FEATS	ABILITY SCORE INCREASES
1st	0	4	2	1st		11th	55,000	14	7		
2nd	1,000	5	2-1/2			12th	66,000	15	7-1/2	5th	3rd
3rd	3,000	6	3	2nd		13th	78,000	16	8		
4th	6,000	7	3-1/2		1st	14th	91,000	17	8-1/2		
5th	10,000	8	4			15th	105,000	18	9	6th	
6th	15,000	9	4-1/2	3rd		16th	120,000	19	9-1/2		4th
7th	21,000	10	5			17th	136,000	20	10		
8th	28,000	11	5-1/2		2nd	18th	153,000	21	10-1/2	7th	
9th	36,000	12	6	4th		19th	171,000	22	11		
10th	45,000	13	6-1/2			20th	190,000	23	11-1/2		5th



Dragons & Demons and its logo are trademarks of
Wizards of the Coast, Inc. in the USA and other countries. All rights reserved.
© 2004 Wizards. P.O. Box 757, Renton, WA 98057. Printed in the USA.

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

CONDITIONAL AC MODIFIERS

SKILLS MAX RANKS (CLASS/CROSS-CLASS) /

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

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

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

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

NOTES

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
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	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED
MODIFIER						

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

CONDITIONAL AC MODIFIERS

SKILLS MAX RANKS (CLASS/CROSS CLASS) /

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

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

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

SPELLS			
SPELL SAVE	DC MOD	ARCANE SPELL FAILURE	%
CONDITIONAL MODIFIERS			

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

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	



CLERIC

CHARACTER SHEET

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				

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

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

HP	HIT POINTS	TOTAL	NONLETHAL DAMAGE

INITIATIVE	MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER

CONDITIONAL AC MODIFIERS

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

ATTACK

RANGE TYPE NOTES

AMMUNITION

ATTACK

RANGE TYPE NOTES

AMMUNITION

SKILLS

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

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

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

SPELLS

SPELL SAVE DC MOD ARCANESPELL FAILURE %

CONDITIONAL MODIFIERS

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

NOTES

DOMAINS

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

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	

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

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

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

AMMUNITION																			
------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

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

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

AMMUNITION																			
------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

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

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

AMMUNITION																			
------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

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

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

AMMUNITION																			
------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

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

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

AMMUNITION																			
------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

CONDITIONAL AC MODIFIERS

SKILLS

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

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

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	
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		
		5th		
		6th		
		7th		
		8th		
		9th		

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

COMMON WILD SHAPE FORMS

FORM	SPD	INIT	STR	DEX	CON
HIT POINTS					
PRIMARY ATTACK			DAMAGE		
SECONDARY ATTACKS (if any)			DAMAGE		
SPECIAL EXTRAORDINARY ATTACKS					
FORM	SPD	INIT	STR	DEX	CON
HIT POINTS					
PRIMARY ATTACK			DAMAGE		
SECONDARY ATTACKS (if any)			DAMAGE		
SPECIAL EXTRAORDINARY ATTACKS					
FORM	SPD	INIT	STR	DEX	CON
HIT POINTS					
PRIMARY ATTACK			DAMAGE		
SECONDARY ATTACKS (if any)			DAMAGE		
SPECIAL EXTRAORDINARY ATTACKS					

SAVES	ABILITIES							
FORT	REF	WILL	STR	DEX	CON	INT	WIS	CHA

SPECIAL ABILITIES OR QUALITIES	

TRICKS	

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

FEAT	PAGE REF.	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	

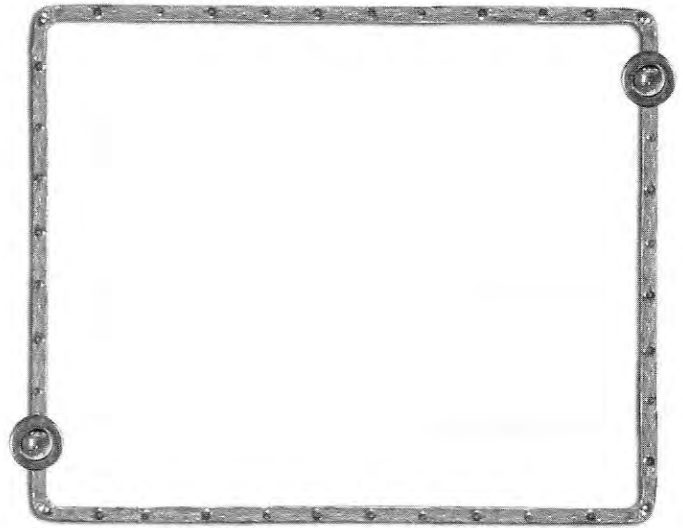
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

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

--





FIGHTER

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	+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	-	+

CONDITIONAL AC MODIFIERS

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

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION

ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION

ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION

ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION

ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION

SKILLS

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

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

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

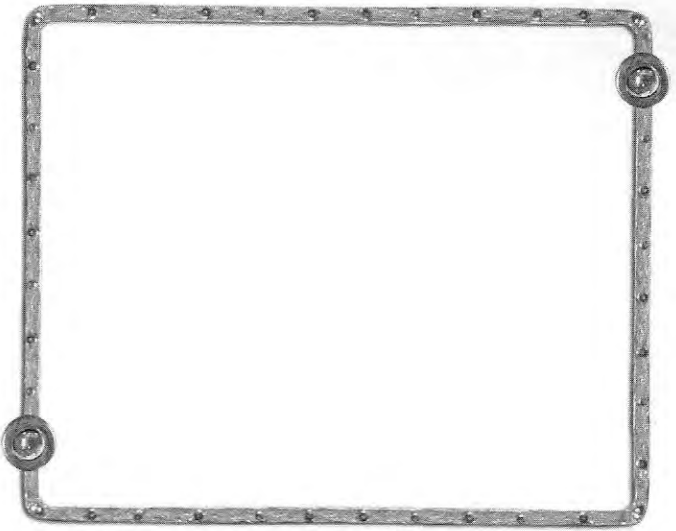
PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES



FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES

FEAT

PAGE REF.

NOTES



CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
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

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

CONDITIONAL AC MODIFIERS

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 (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.)

EXPERIENCE

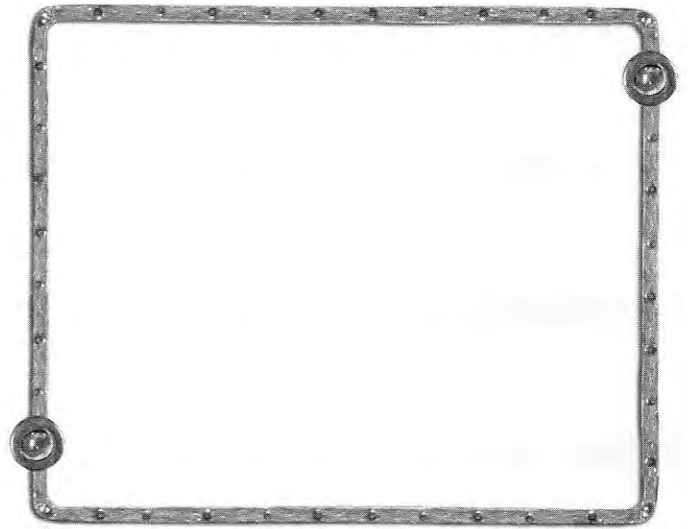
EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

RACIAL TRAITS



CLASS FEATURES

SLOW FALL
DISTANCE

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

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



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

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER	=	+

CONDITIONAL AC MODIFIERS

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			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

SKILLS

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

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

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	

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

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

MOUNT			
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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
	<small>FORT</small>	<small>REF</small>	<small>WILL</small>		<small>STR</small>	<small>DEX</small>	<small>CON</small>	<small>INT</small>	<small>WIS</small>	<small>CHA</small>

SPECIAL ABILITIES OR QUALITIES	

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

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	

NOTES

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

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

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	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 _____

ATTACK | ATTACK BONUS | DAMAGE | CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK | ATTACK BONUS | DAMAGE | CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

CONDITIONAL AC MODIFIERS

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

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

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

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				ABILITIES						
	FOR	REF	WILL		STR	DEX	CON	INT	WIS	CHA

SPECIAL ABILITIES OR QUALITIES

TRICKS

SKILLS

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

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
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	
<input type="text"/>	<input type="text"/>	1st	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4th	<input type="text"/>	<input type="text"/>

DAILY SPELLS

0: _____

1ST: _____

2ND: _____

3RD: _____

4TH: _____

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

FAVORED ENEMIES

BONUS*

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

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

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

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

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

HP	TOTAL	NONLETHAL DAMAGE
HIT POINTS		

DAMAGE REDUCTION

INITIATIVE MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER

CONDITIONAL AC MODIFIERS

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	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION _____

ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION _____

ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION _____

ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION _____

ATTACK

RANGE	TYPE	NOTES	ATTACK BONUS	DAMAGE	CRITICAL

AMMUNITION _____

SKILLS

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

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

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

NOTES

SKILL DCs

BALANCE

NARROW SURFACE

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

DIFFICULT SURFACE

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

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

¹ These modifiers stack.

BLUFF

CIRCUMSTANCES

- 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.

CLIMB

CLIMB DC

0	EXAMPLE SURFACE OR ACTIVITY
5	Slope too steep to walk up; knotted rope with wall to brace up against.
10	Rope with wall to brace against, or knotted rope, or rope affected by the rope trick spell.
15	Surface with ledges, a very rough wall, or a ship's rigging.
20	Surface with adequate handholds and footholds, an unknotted rope, or pulling yourself up when dangling by your hands.
25	Uneven surface with some narrow handholds and footholds.
30	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
-5	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 DC ¹
• 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	DISGUISE CHECK MODIFIER
• Minor details only	+5
• Disguised as different gender ¹	-2
• Disguised as different race ¹	-2
• Disguised as different age category ¹	-2 ²

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

FAMILIARITY

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

BALANCE DC

10 ¹
15
20

BALANCE DC¹

10 ²
10 ²
12 ²

DC MODIFIER¹

+2
+5
+2
-5

SENSE MOTIVE MODIFIER

-5
+0
+5
+10
+20

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

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.

SEARCH DC

10
20
21 or higher
25 + spell level
30
Varies ¹

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

15	TASK
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15 ¹	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past.
25 ¹	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

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

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

RESTRAINT

- Manacles
- Tight space
- Masterwork manacles
- Grappler

ESCAPE ARTIST DC

30
30
35
Grappler's grapple check result

JUMP

LONG JUMP DISTANCE ¹	JUMP DC ¹	HIGH JUMP DISTANCE ²	JUMP DC ¹
5 feet	5	1 foot	4
10 feet	10	2 feet	8
15 feet	15	3 feet	12
20 feet	20	4 feet	16
25 feet	25	5 feet	20
etc ...	etc ...	etc ...	etc ...

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	LOCK	DC
Very simple lock	20	Good lock	30
Average lock	25	Amazing lock	40

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	=	+

CONDITIONAL AC MODIFIERS

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

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

* Denotes a skill that can be used untrained. □ Check this box if the skill is a class skill for the character.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

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	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
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
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	1st	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2nd	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3rd	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9th	<input type="checkbox"/>	<input type="checkbox"/>

SPECIALTY SCHOOL

PROHIBITED SCHOOLS

FAMILIAR

SIZE	INITIATIVE	SPEED	
HIT POINTS			
ARMOR CLASS	TOUCH AC	FLAT-FOOTED AC	NATURAL ARMOR ADJ
BASE ATTACK BONUS	GRAPPLE	ATTACK	
FULL ATTACK			
SPACE	REACH		
SAVES	ABILITIES		
FORG REF WILL	STR DEX CON INT WIS CHA		

FAMILIAR SPECIAL ABILITIES

SKILLS

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

FEAT	PAGE REF.
-------------	-----------

NOTES

NOTES

Large empty box for 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	-10	+	+	+	+	+	+

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	

TOTAL	DEX MODIFIER	MISC. MODIFIER
DAMAGE REDUCTION		

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		

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
- 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		

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

RANGE	TYPE	NOTES
AMMUNITION		

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

RANGE	TYPE	NOTES
AMMUNITION		

■ Denotes a skill that can be used untrained. □ Check this box if the skill is a class skill for the character.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

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

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
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
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	
<input type="text"/>	<input type="text"/>	1st	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9th	<input type="text"/>	<input type="text"/>

SPECIALTY SCHOOL

PROHIBITED SCHOOLS

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 ANTILIFE 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 KNELL _____

DELAY POISON _____

DESECRATE _____

EAGLE'S SPLENDOR _____

ENTHRALL _____

FIND TRAPS _____

GENTLE REPOSE _____

HOLD PERSON _____

INFLICT MODERATE WOUNDS _____

MAKE WHOLE _____

OWL'S WISDOM _____

REMOVE PARALYSIS _____

RESIST ENERGY _____

RESTORATION, LESSER _____

SHATTER _____

SHIELD OTHER _____

SILENCE _____

SOUND BURST _____

SPIRITUAL WEAPON _____

STATUS _____

SUMMON MONSTER II _____

UNDETECTABLE ALIGNMENT _____

ZONE OF TRUTH _____

3RD-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

ANIMATE DEAD _____

BESTOW CURSE _____

BLINDNESS/DEAFNESS _____

CONTAGION _____

CONTINUAL FLAME _____

CREATE FOOD AND WATER _____

CURE SERIOUS WOUNDS _____

DAYLIGHT _____

DEEPER DARKNESS _____

DISPEL MAGIC _____

GLYPH OF WARDING _____

HELPING HAND _____

INFLICT SERIOUS WOUNDS _____

INVISIBILITY PURGE _____

LOCATE OBJECT _____

MAGIC CIRCLE AGAINST CHAOS _____

MAGIC CIRCLE AGAINST EVIL _____

MAGIC CIRCLE AGAINST GOOD _____

MAGIC CIRCLE AGAINST LAW _____

MAGIC VESTMENT _____

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

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

4TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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

5TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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

6TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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

7TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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

8TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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

9TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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



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 ANTILIFE 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 KNELL _____

DELAY POISON _____

DESECRATE _____

EAGLE'S SPLENDOR _____

ENTHRALL _____

FIND TRAPS _____

GENTLE REPOSE _____

HOLD PERSON _____

INFLICT MODERATE WOUNDS _____

MAKE WHOLE _____

OWL'S WISDOM _____

REMOVE PARALYSIS _____

RESIST ENERGY _____

RESTORATION, LESSER _____

SHATTER _____

SHIELD OTHER _____

SILENCE _____

SOUND BURST _____

SPIRITUAL WEAPON _____

STATUS _____

SUMMON MONSTER II _____

UNDETECTABLE ALIGNMENT _____

ZONE OF TRUTH _____

3RD-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

ANIMATE DEAD _____

BESTOW CURSE _____

BLINDNESS/DEAFNESS _____

CONTAGION _____

CONTINUAL FLAME _____

CREATE FOOD AND WATER _____

CURE SERIOUS WOUNDS _____

DAYLIGHT _____

DEEPER DARKNESS _____

DISPEL MAGIC _____

GLYPH OF WARDING _____

HELPING HAND _____

INFLICT SERIOUS WOUNDS _____

INVISIBILITY PURGE _____

LOCATE OBJECT _____

MAGIC CIRCLE AGAINST CHAOS _____

MAGIC CIRCLE AGAINST EVIL _____

MAGIC CIRCLE AGAINST GOOD _____

MAGIC CIRCLE AGAINST LAW _____

MAGIC VESTMENT _____

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

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

4TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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

5TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

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

6TH-LEVEL CLERIC SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER
PREPARED

- ANIMATE OBJECTS _____
- ANTLIFE SHELL _____
- BANISHMENT _____
- BEAR'S ENDURANCE, MASS _____
- BLADE BARRIER _____
- BULL'S STRENGTH, MASS _____
- CREATE UNDEAD _____
- CURE MODERATE WOUNDS, MASS _____
- DISPEL MAGIC, GREATER _____
- EAGLE'S SPLENDOR, MASS _____
- FIND THE PATH _____
- FORBIDDANCE _____
- GEAS/QUEST _____
- GLYPH OF WARDING, GREATER _____
- HARM _____
- HEAL _____
- HEROES' FEAST _____
- INFLICT 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 _____
- _____
- _____
- _____



DRUID

SPELLS

0-LEVEL DRUID SPELLS (ORISONS)

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

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

1ST-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

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

2ND-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- ANIMAL MESSENGER _____
- ANIMAL TRANCE _____
- BARSKIN _____
- BEAR'S ENDURANCE _____
- BULL'S STRENGTH _____

- CAT'S GRACE _____
- CHILL METAL _____
- DELAY POISON _____
- FIRE TRAP _____
- FLAME BLADE _____
- FLAMING SPHERE _____
- FOG CLOUD _____
- GUST OF WIND _____
- HEAT METAL _____
- HOLD ANIMAL _____
- OWL'S WISDOM _____
- REDUCE ANIMAL _____
- RESIST ENERGY _____
- RESTORATION, LESSER _____
- SOFTEN EARTH AND STONE _____
- SPIDER CLIMB _____
- SUMMON NATURE'S ALLY II _____
- SUMMON SWARM _____
- TREE SHAPE _____
- WARP WOOD _____
- WOOD SHAPE _____
- _____
- _____
- _____

3RD-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- CALL LIGHTNING _____
- CONTAGION _____
- CURE MODERATE WOUNDS _____
- DAYLIGHT _____
- DIMINISH PLANTS _____
- DOMINATE ANIMAL _____
- MAGIC FANG, GREATER _____
- MELD INTO STONE _____
- NEUTRALIZE POISON _____
- PLANT GROWTH _____
- POISON _____
- PROTECTION FROM ENERGY _____
- QUENCH _____
- REMOVE DISEASE _____
- SLEET STORM _____
- SNARE _____
- SPEAK WITH PLANTS _____
- SPIKE GROWTH _____
- STONE SHAPE _____
- SUMMON NATURE'S ALLY III _____
- WATER BREATHING _____
- WIND WALL _____
- _____
- _____
- _____

4TH-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- AIR WALK _____
- ANTIPLANT SHELL _____
- BLIGHT _____
- COMMAND PLANTS _____
- CONTROL WATER _____
- CURE SERIOUS WOUNDS _____

- DISPEL MAGIC _____
- FLAME STRIKE _____
- FREEDOM OF MOVEMENT _____
- GIANT VERMIN _____
- ICE STORM _____
- REINCARNATE _____
- REPEL VERMIN _____
- RUSTING GRASP _____
- SCRYING _____
- SPIKE STONES _____
- SUMMON NATURE'S ALLY IV _____
- _____
- _____
- _____

5TH-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

- ANIMAL GROWTH _____
- ATONEMENT _____
- AWAKEN _____
- BALEFUL POLYMORPH _____
- CALL LIGHTNING STORM _____
- COMMUNE WITH NATURE _____
- CONTROL WINDS _____
- CURE CRITICAL WOUNDS _____
- DEATH WARD _____
- HALLOW _____
- INSECT PLAGUE _____
- STONESKIN _____
- SUMMON NATURE'S ALLY V _____
- TRANSMUTE MUD TO ROCK _____
- TRANSMUTE ROCK TO MUD _____
- TREE STRIDE _____
- UNHALLOW _____
- WALL OF FIRE _____
- WALL OF THORNS _____
- _____
- _____
- _____

6TH-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

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

- TRANSPORT VIA PLANTS _____
- WALL OF STONE _____
- _____
- _____
- _____

7TH-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

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

8TH-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

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

9TH-LEVEL DRUID SPELLS

SPELLS/DAY _____ SAVE DC _____

NUMBER PREPARED

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

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.

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

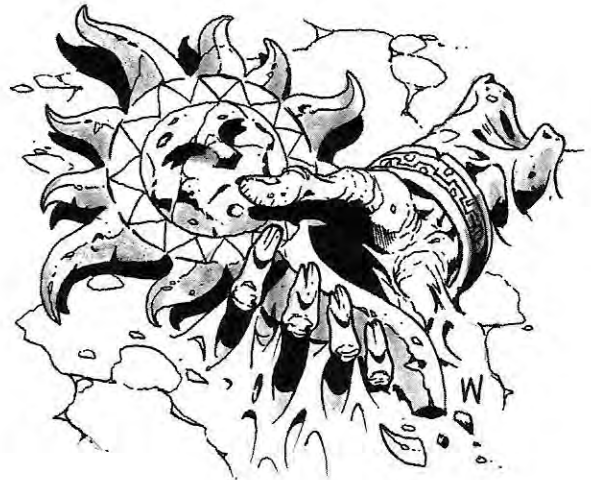
- CURE MODERATE WOUNDS _____
- DAYLIGHT _____
- DISCERN LIES _____
- DISPEL MAGIC _____
- HEAL MOUNT _____
- MAGIC CIRCLE AGAINST CHAOS _____
- MAGIC CIRCLE AGAINST EVIL _____
- MAGIC WEAPON, GREATER _____
- PRAYER _____
- REMOVE BLINDNESS/DEAFNESS _____
- REMOVE CURSE _____
- _____
- _____
- _____

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 _____
- _____
- _____
- _____



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 _____
- VENTRILOQUISM _____
- _____
- _____
- _____

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 IDIOTCY _____
- WEB _____
- WHISPERING WIND _____
- _____
- _____
- _____

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

3RD-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____
 SPELLS CAST TODAY

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

4TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____
 SPELLS CAST TODAY

- | | | |
|--------------------------------|--------|--|
| NUMBER
PREPARED
(WIZARD) | KNOWN? | |
|--------------------------------|--------|--|
- ANIMATE DEAD _____
 - 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 _____
- MORDENKAINEN'S FAITHFUL HOUND _____
- MORDENKAINEN'S PRIVATE SANCTUM _____
- NIGHTMARE _____
- OVERLAND FLIGHT _____
- PASSWALL _____
- PERMANENCY _____
- PERSISTENT IMAGE _____
- PLANAR BINDING, LESSER _____
- PRYING EYES _____
- RARY'S TELEPATHIC BOND _____
- SEEMING _____
- SENDING _____
- SHADOW EVOCATION _____
- SUMMON MONSTER V _____
- SYMBOL OF PAIN _____
- SYMBOL OF SLEEP _____
- TELEKINESIS _____
- TELEPORT _____
- TRANSMUTE MUD TO ROCK _____
- TRANSMUTE ROCK TO MUD _____
- WALL OF FORCE _____
- WALL OF STONE _____
- WAVES OF FATIGUE _____
- _____
- _____
- _____

6TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

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

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



7TH-LEVEL SORCERER/WIZARD SPELLS

SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _____

SPELLS CAST TODAY

NUMBER PREPARED (WIZARD) KNOWN?

- ARCANESIGHT, 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 _____
- _____
- _____
- _____

Keep up with All of Your Characters

Inside the pockets of this protective folder, you'll find a full set of DUNGEONS & DRAGONS® character sheets—and more. Formatted in a new folio-style layout, each record has plenty of room to keep track of everything that makes each of your characters unique, including extra space for adding new class features and abilities for your multiclass characters.

INCLUDES:

- Eleven four-page character sheets, one for each of the character classes in the *Player's Handbook*™.
- A four-page generic D&D® character sheet.
- Quick-reference spell lists for all spellcasting classes in the *Player's Handbook* and spellcasting prestige classes in the *Dungeon Master's Guide*™.
- A bonus, four-page d20 MODERN™ character sheet.

Every character sheet and spell list is designed to be easy to photocopy, so you'll always have a fresh sheet on hand when you need one.

Developed and assembled by
Christopher Perkins and Ed Stark

Visit our website at www.wizards.com/dnd



ISBN 0-7809-3421-2



5 1495



EAN

9 780786 193421

U.S. \$14.95 880900008 Printed in the U.S.A.

DUNGEONS & DRAGONS, d20 SYSTEM, d20 METAL, Player's Handbook, Dungeon Master's Guide, Wizards of the Coast and their logos are trademarks of Wizards of the Coast, Inc. in the USA and other countries. ©2004 Wizards. PO Box 707, Renton, WA 98057. Printed in the USA.

WAP.01

