

*Dyslexic Studeos present
a surprisingly complete set of*

CHARACTER SHEETS



for Dungeons & Dragons 3.5

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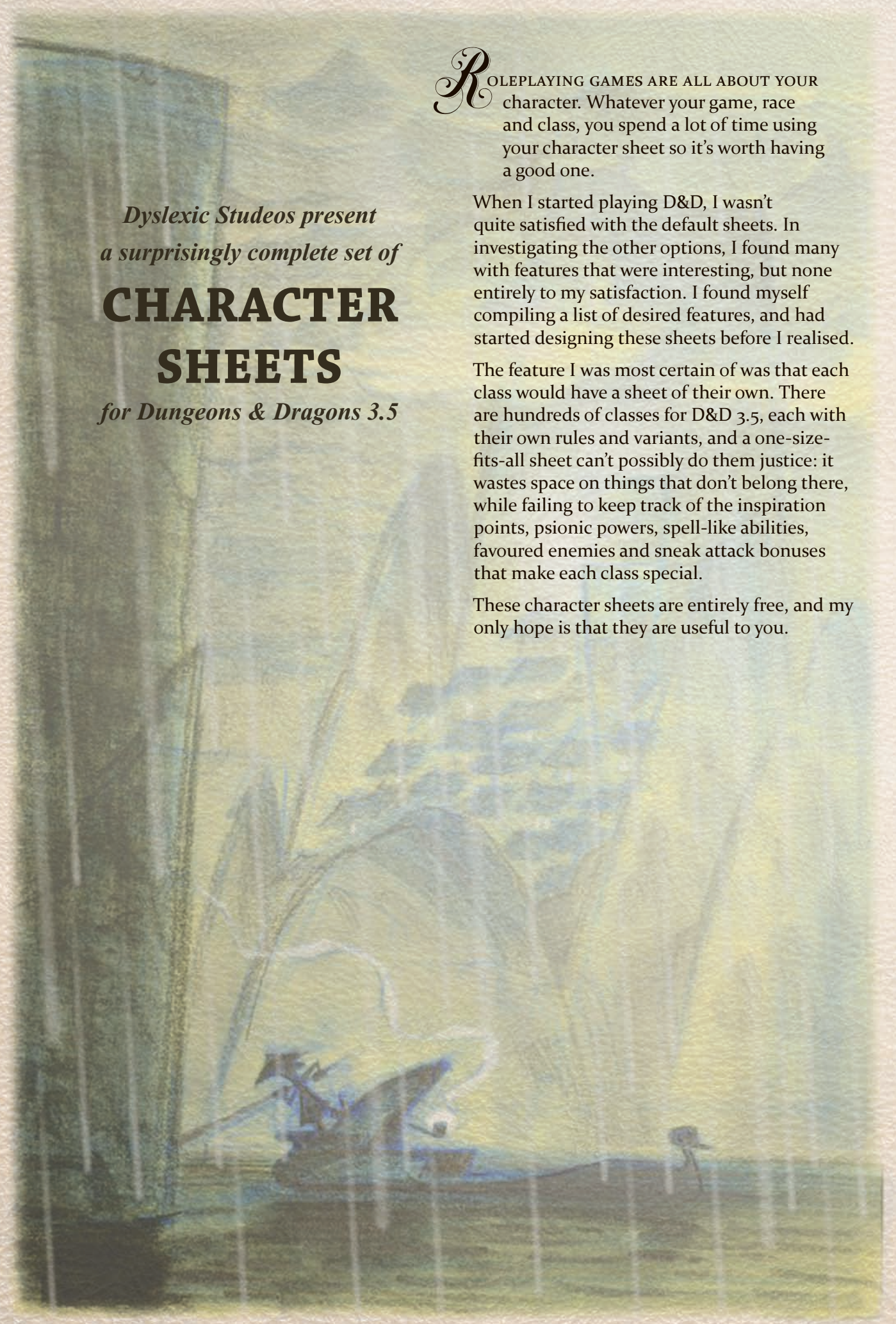
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CHARACTER SHEETS

for Dungeons & Dragons 3.5

ROLEPLAYING GAMES ARE ALL ABOUT YOUR character. Whatever your game, race and class, you spend a lot of time using your character sheet so it's worth having a good one.

When I started playing D&D, I wasn't quite satisfied with the default sheets. In investigating the other options, I found many with features that were interesting, but none entirely to my satisfaction. I found myself compiling a list of desired features, and had started designing these sheets before I realised.

The feature I was most certain of was that each class would have a sheet of their own. There are hundreds of classes for D&D 3.5, each with their own rules and variants, and a one-size-fits-all sheet can't possibly do them justice: it wastes space on things that don't belong there, while failing to keep track of the inspiration points, psionic powers, spell-like abilities, favoured enemies and sneak attack bonuses that make each class special.

These character sheets are entirely free, and my only hope is that they are useful to you.

HOW TO PRINT

You are not expected to print and use this whole document. Instead, you should choose the pages your character needs.

This will generally consist of:

Core pages

The first page will typically have Character Info on the front, and Combat on the back. There is a choice here: you can have the simpler version on two sides, or the expanded version with a separate sheet for armour and inventory. I'd recommend the simpler sheet for beginner players and characters under level 6, and the expanded version thereafter.

If you're playing a psionic character, use the psionic version of the core pages with the relevant skills included.

A few classes use modified versions of these core pages — for example the Barbarian, whose class features are closely tied to combat.

Class pages

You then need a sheet for each of your character's classes. There are a few classes that don't need their own sheet, such as the Rogue and Fighter, but they're the exception.

I've tried to include many of the most requested classes from official rulebooks. If your favourite class isn't included, you may find one of the generic sheets a good starting point.

I typically choose to put the inventory on the reverse of the class-specific sheet.

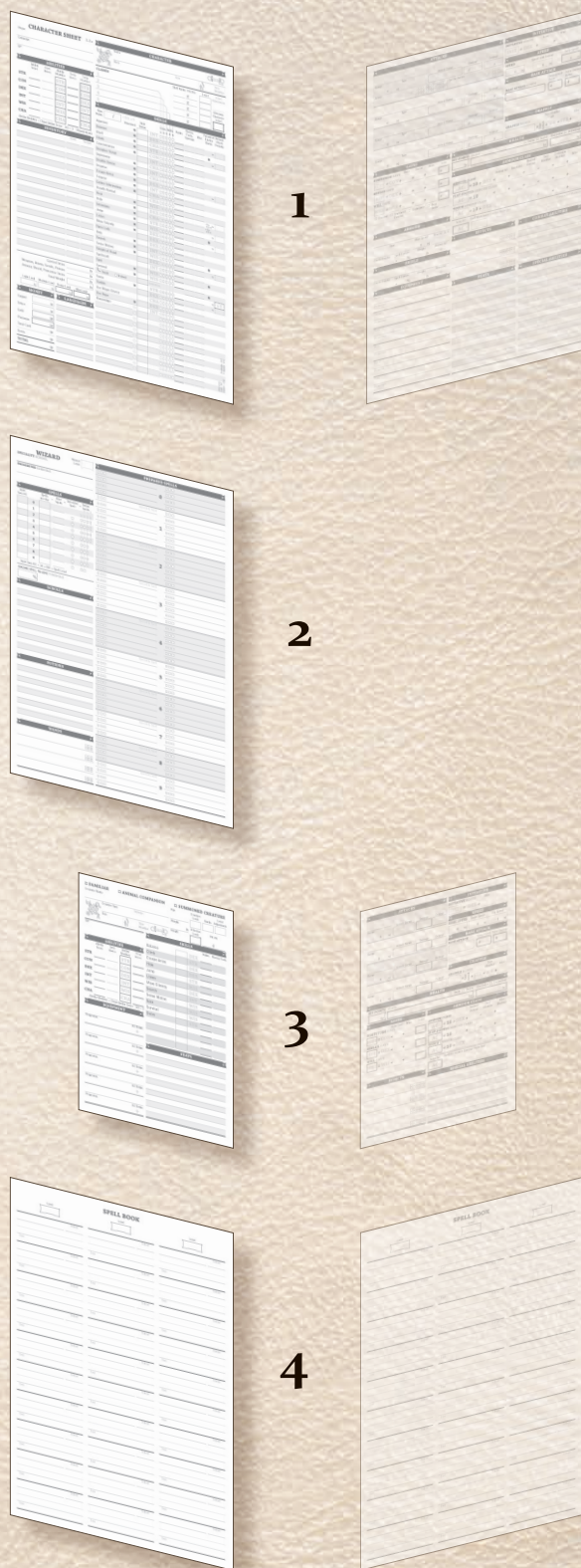
Support pages

Some classes require extra pages. For example, a Wizard has a spell book and a familiar; a Druid has wild shapes and an animal companion; a Binder has extra vestiges. A spell book is a good place to fill in extra details on spells, like damage, range and material components.

Other sheets you may find useful include a party inventory for sharing your loot, and a character background for noting your character's history with NPCs.

The result could be anything from one to a dozen sheets of paper - though most likely two for a fighting character and three or four for a spellcaster.

There's an example of a filled in sheet on pages 7 to 12.



Example of a wizard's pages:

- 1 Character Info, with Combat on the reverse
- 2 Wizard
- 3 Familiar
- 4 Spell Book, on two sides

HOW TO USE

These sheets do not replace the Dungeons & Dragons books. Your group should always have a copy of the core books (the Player's Handbook, the Dungeon Master's Guide and probably the Monster Manual), along with any books for classes you wish to play. You will typically consult the books each time your character levels up, as well as when you need to check out the details of some rule, spell or class feature.

I've done my best to use a consistent style that makes the flow of information clear. There are certain styles that have meaning:

- Boxes with heavy outlines are important, lighter ones less so.
- Soft grey boxes and lines are for temporary values, like buffs and nerfs.
- Labels go above fields, or to the left of them. In calculations, the answer is on the left.
- Dotted lines indicate information that comes directly from elsewhere on one of these sheets, like caster level or base attack bonus, while fields with solid lines are calculated or come from the books themselves.
- Ability modifiers are marked with six codes: **STR**, **CON**, **DEX**, **INT**, **WIS** and **CHA**.
- Bonus spells are shown using a series of vertical checkboxes. Start by filling in the first column from the top with the relevant ability modifier (usually **INT**, **WIS** or **CHA**). Fill in the next column with four fewer, the next with four fewer, etc. Add the filled boxes in each row to find the bonus spells at that level.

This is your character and these are your character sheets, so nobody can tell you how to use it - as long as you don't cheat.

ADAPTING TO YOUR GAME

There are as many versions of Dungeons and Dragons as there are groups playing it; and more prestige classes, house rules and variants than I could ever hope to encompass here.

Where possible, I've included versions of the sheets that are more generic, with space for customisation. This includes a version of the character information page where the skills list is blank, and adaptable versions of several of the common base classes.

If you need something special, how about making it yourself? As well as being free, these sheets are open source. You can download the original files to make changes.

COMPATIBILITY

These sheets are for use with the Dungeons and Dragons 3.5 Edition; they aren't made for 2nd, 3.0 or 4th Edition, or Pathfinder.

However, many of the classes and scenarios created for 3.5 can be adapted for 3.0 or Pathfinder, so the sheets may be of some use too. Combine the class-specific pages from this set with any standard Pathfinder character sheet, or use the version of the core page with blanked-out skills.

But first you should first make sure your DM understands and agrees with what you're trying to do, and consult with an experienced player who can guide you through the rule changes.

HOW TO DM

As a rule, the Dungeon Master should avoid interfering with their players' character sheets. The DM has the whole world to create and play with, while players have only this one little character, so they should be allowed to own it.

But players need help from time to time, especially if they're new to gaming, so it may be your job to print out the character sheets people need, guide them in the process of building a character, and nudge them when they forget to use rage or sneak attack. You should try to be familiar with the character sheets your players will be using.

There are also a number of sheets towards the back that you may find useful in running a campaign.

- Various map grids, including hex and isometric
- Timelines to show the chronology of historical events and plot points
- Simplified character sheet for an NPC
- Party summary, useful for when you need to roll secret checks against a PC's scores.
- Similar NPC group summary

Which of these you choose to make use of is entirely up to you - there's no one correct way to run a campaign.

HOW THEY WERE CREATED

The bulk of the sheets were made using Adobe Illustrator. This introduction was created in InDesign, the backgrounds and front cover were made in Photoshop, and the document was assembled in Acrobat.

At some point I expect I'll figure out a way to work After Effects into the list.

All these files are available in the open source repository.

FEEDBACK & PARTICIPATION

These sheets will continue to evolve based on your feedback. Drop me a line on the discussion thread in the links at the end.

I don't promise to do everything people ask - they are free, after all - but I'll consider sensible requests.

If you'd like to contribute yourself, you can download the original files from the open source repository. You'll need Adobe Illustrator CS3 to edit the files. Send them back to me, either directly or via a discussion on a forum.

If your submissions prove to match the quality of the existing sheets, and you are able to use Subversion, I may choose to grant you access to the repository yourself. More likely though is that I'll accept your work with a little modification to preserve the existing standard.

HOW TO SHOW YOUR APPRECIATION

If you're ever passing through Basingstoke, I rarely refuse a pint.

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The illustrations were generously provided by the artist of the D&D Doodles blog, crazyred.

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LINKS

Character Sheets

<http://dyslexic-st.blogspot.com>

Open source repository

<http://code.google.com/p/charactersheets>

Wizards of the Coast, Inc.

<http://www.wizards.com>

The Artistic License

<http://dev.perl.org/licenses/artistic.html>

Discussion and feedback thread

<http://www.giantitp.com/forums/showthread.php?t=126909>

D&D Doodles

<http://dandddoodles.blogspot.com>



CHARACTER SHEET 3.5e

Player **Joe Furst**

Campaign **The treasure of Witch's Hill**

XP **8106**

CHARACTER

Name **Jonas Patrick Forsyth**
 Race **Gnome**

Size **Small** **-1** Size Modifier

Gender Male Female

CLASSES

Class	Level	Level Adjustment	Effective Character Level
1 Druid	5	0	5
2			
3			
4			
5			

Skill Ranks	Hit Die	Level	Level Adjustment
4	d8	5	0
	d		
	d		
	d		

ABILITIES

Ability	Score	Item Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR	8		S-7R		STR
CON	14		C+2		CON
DEX	14		D+2		DEX
INT	12		I+7		INT
WIS	16		W+3		WIS
CHA	8		C-7A		CHA

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

SPECIAL ABILITIES

- Low-light vision
- Speak with animals 1/day
- Animal Companion
- Nature Sense
- Wild Empathy
- Woodland Stride
- Trackless Step
- Resist Nature's Lure
- Wild Shape 1/day

FEATS

- Track
- Scribe Scroll

SKILLS

Skill	Max Ranks	Untrained	Skill Bonus	Class Skills	Ranks	Racial, Feats, Synergy	Misc	Favoured Enemy Bonus	Armour Check Penalty
Appraise	8 / 4		3	INT	2	+2 for alchemy			
Balance				DEX				-1	
Bluff				CHA					
Climb				STR				-1	
Concentration				C2N					
Decipher Script				INT					
Diplomacy				C-7A					
Disable Device				INT					
Disguise				CHA					
Escape Artist				DEX				-1	
Forgery				INT					
Gather Information				CHA					
Handle Animal			4	C+7A	5				
Heal				W3S					
Hide				DEX				-1	
Intimidate				CHA					
Jump				STR				-1	
Listen			8	W3S	3	2			
Move Silently			2	D2X	1			-1	
Open Lock				DEX					
Ride			7	D2X	3	2			
Search				INT					
Sense Motive				WIS					
Sleight of Hand				DEX				-1	
Spellcraft			4	I7T	3				
Spot			6	W3S	3				
Survival			8	W3S	5		+2 in nature		
Track		X Trained	8	SURVIVAL					
Swim			-1	S-7R	2			-1 per 5lb carried	-2
Tumble				DEX					-1
Use Magic Device				CHA					
Use Rope				DEX					
Knowledge: Nature		X	6	I7T	5				
Craft: Alchemy		X	8		5	2			

LANGUAGES

- Common
- Gnome
- Druidic
- Orc



Your skill ranks each level are the class's + your INT

The hit points you gain each level are the class's hit die + your CON.

5 ranks in Craft: Alchemy gives a +2 bonus to Appraise on alchemic targets

+2 racial bonus to Listen

5 ranks in Handle Animal gives a +2 bonus to Ride

5 ranks in Knowledge: Nature gives a +2 bonus to Survival in a natural environment

+2 racial bonus to Craft Alchemy

The three-level abbreviations (like "WIS") always refer to an ability modifier, not a score.

Gnomes get +2 Constitution, -2 Strength

Use the boxes with big grey borders for temporary changes, like buffs and nerfs.

The base languages for your race and class, plus one for each point of INT modifier.

EXAMPLE Gnome Druid 5

ATTACKS

Masterwork Longbow (small)

Range: 100 ft 20 sq Type: Piercing Attack Bonus: +6 Damage: d 6 Critical: x 3

Ammo: Arrows 40 # [grid]

Masterwork Quarterstaff (small)

Range: ft sq Type: Bludgeoning Attack Bonus: +3 / +3 Damage: d 4 Critical: x 2

Range: ft sq Type: Attack Bonus: Damage: d Critical: x

Range: ft sq Type: Attack Bonus: Damage: d Critical: x

Range: ft sq Type: Attack Bonus: Damage: d Critical: x

Ammo: # [grid] Special Ammo: # [grid]

Ammo: # [grid] Special Ammo: # [grid]

INITIATIVE

INITIATIVE BONUS Feats Misc

12T = **D2X** + +

SPEED

SPEED Speed with Armour Temp Speed

20 ft 4 sq 20 ft 4 sq ft sq

Swim Speed Fly Speed Climb Speed

ft sq ft sq ft sq

BASE ATTACK

BASE ATTACK BONUS MELEE ATTACK RANGED ATTACK

+3 +2 +5

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ 1 = 7 + - -

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ 1 = 7 + - - +

+1 / kobolds and goblins

GRAPPLE

GRAPPLE BONUS Size Modifier x 4 Misc

-2 = Base Attack + -4 + STR +

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FC6T = **C2N** + 4 + + +

REFLEX SAVE

R3F = **D2X** + 7 + + +

WILL SAVE

W7L = **W3S** + 4 + + +

Evasion Improved Evasion Endurance Trap Sense

+2 / illusions

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

28 hp 25 21 14 hp -2 hp

ARMOUR CLASS

ARMOUR CLASS Armour AC Shield AC Natural Armour Size Modifier Deflection Modifier Misc

18 = 10 + D2X + 3 + - -1 + 2 +

FLAT-FOOTED ARMOUR CLASS

16 = 10 / + 3 + - -1 + 2 +

TOUCH ARMOUR CLASS

15 = 10 + D2X / / / - -1 + 2 +

Temp AC Spell Resistance Conditional Modifiers

AC [] +4 / giants

Damage Reduction /

EFFECTS

[grid]

[grid]

[grid]

[grid]

[grid]

METAMAGIC

COMBAT ABILITIES

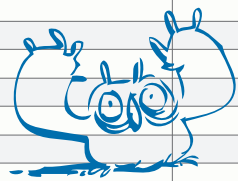
[grid]

[grid]

[grid]

[grid]

[grid]



Melee = BAB + STR

Ranged = BAB + DEX

A level 5 bard's "inspire courage" gives the party a +1 morale bonus

Remember the size modifier, x4!

Counting down the hit points as you're injured.

Be careful of double negatives on the size modifier!

+2 racial bonus to saves against illusions

Many thanks to crazyred for the doodles.

A character's alignment isn't always the same as their deity's.

DRUID

Caster Level:
Level Bonus:
LOW MEDIUM HIGH CRITICAL

DEITY

Garl Glittergold

SPELLS

Spell DC: +1 for illusion

Spell Save DC	Spells per day	Base Spells	Bonus Spells
13	0	5	5
14	1	4	3
15	2	3	2
16	3	2	1
	4		
	5		
	6		
	7		
	8		
	9		

Spell Save DC = 10 + WIS + Spell Level

WILD SHAPE



Times per day:

Times Today:

Current Shape



WANDS

Cure Moderate Wounds	2d8 + 5	CHARGES	20	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Produce Flan				
Defective Item		CHARGES	50	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		CHARGES	#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		CHARGES	#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		CHARGES	#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

PREPARED SPELLS

<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Minor Wounds x 2	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flare	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Purify Food & Drink		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Charm Animal		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Entangle	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Cure Light Wounds x 2	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Beast Claws		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bull's Strength	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Warp Wood		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Frost Breath	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Moderate Wounds	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SCROLLS

Summon Monster II	
Mage Armour	

POTIONS

Holy Water x 3	
Enlarge Person	
Shrink Person	
Haste	

In the first column of check boxes, fill in as many bonus spells as your relevant modifier; in the second column, the same - 4; in the third column, the same - 8.

Since our druid's wisdom modifier is 3, he gets 3 bonus spells in the first column and none in the others.

For details of a specific wild shape, refer to the separate sheet.

The most important bit of the sheet.

Use the checkboxes to keep track of the spells you've used today.

Whether you start with the boxes empty and cross them off, or start with them full and rub them out, is up to you.

The same sheet serves familiars, animal companions and summoned creatures (like the Paladin's mount).

Animal companions gain benefits as their owner levels. A war pony starts with hit die of 2d8; the animal companion of a level 5 druid gets to add another 2 hit dice to that. This is reflected in their hit points.

Companions don't necessarily have the same alignment as their owner. This pony is chaotic and doesn't care about right and wrong.

FAMILIAR ANIMAL COMPANION SUMMONED CREATURE

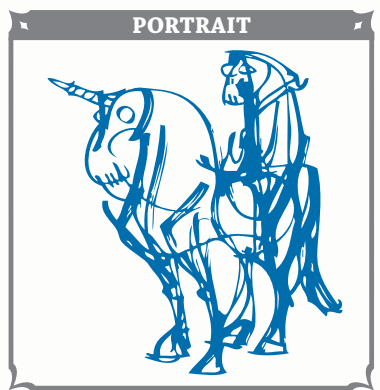
Creature Name **Sugarmuffin** Age **9** Creature Level Ranks Level Adjustment
 Creature Type **War Pony** Subtype **(Highland)** Weight **450 lb** Effective Level Hit die
 Size **Medium** Size Modifier MALE FEMALE
 Height **11 hands**

XP **SKILLS** Ranks Racial, Feats

ABILITIES				SKILLS	
Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Balance	2 D2X
STR 16		+3		Climb	3 S3R
CON 14		+2		Escape Artist	2 D2X
DEX 14		+2		Hide	2 D2X
INT 2		-4		Jump	2 S3R
WIS 11		+0		Listen	5 W0S 5
CHA 4		-3		Move Silently	2 D2X
Ability Modifier = (Total Ability Score - 10) ÷ 2				Search	5 I5T
				Sense Motive	0 W0S
				Spot	5 W0S 5
				Survival	0 W0S

EQUIPMENT

Track	<input checked="" type="checkbox"/> Trained	SURVIVAL
Swim		3 S3R



FEATS

Endurance
Evasion

ATTACKS **INITIATIVE**

Hoof (melee)
 Range ft sq
 Attack Bonus **+3 / +3** Damage **1d3+3** Critical

INITIATIVE BONUS Misc
I+2T = **D2X** +

SPEED
 BASIC SPEED **40 ft 8sq** Swim Speed ft sq Fly Speed ft sq

BASE ATTACK Temp Attack Temp Damage
+7 **+** **+**

Range ft sq
 Attack Bonus Damage Critical

GRAPPLE Size Modifier Misc
 GRAPPLE BONUS **+4** = Base Attack **+3R** + **+0** +

Range ft sq
 Attack Bonus Damage Critical

HEALTH Wounds Dying Stable Non-lethal Unconscious
HIT POINTS **26** hp **22 21 15** hp hp hp

SAVES **ARMOUR CLASS**

Base Save Misc Temp

FORTITUDE SAVE **F5T** = **C2N** + **3** +

REFLEX SAVE **R4E** = **DEX** + **3** +

WILL SAVE **W0L** = **W0S** + +

ARMOUR CLASS Natural Armour Size Modifier Misc Modifier
A5 = **10** + **D1X** + **4** - +

FLAT-FOOTED ARMOUR CLASS
A4 = **10** / + **4** - +

TOUCH ARMOUR CLASS
A7 = **10** + **D1X** / - +

Temp AC Spell Resistance Damage Reduction
AC /

EFFECTS **SPECIAL ABILITIES**

Low light vision
Scent
Link
Share Spells
Bonus tricks: Work, Track

When in wild shape, your physical abilities (STR, CON, DEX) come from the creature's listing in the Monster Manual, while the mental abilities (INT, WIS, CHA) remain unchanged.

The base attack bonus is your own, not your animal form's.

Base saves are the same as your basic form, but the abilities CON and DEX are different. Will save is unaffected by Wild Shape.

The most important bit: the picture.

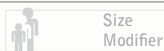
WILD SHAPE

Druid Level **5**

Creature Type

Wolf

Size



ATTACKS

Bite

Range	Attack Bonus	Damage	Critical
ft sq	+3	1d6+1	

Trip

Hit with bite, then trip as a free action, no attack of opportunity

Range	Attack Bonus	Damage	Critical
ft sq	+1 to trip		

ABILITIES

	Ability Score	Item Bonus	Temp Bonus	Ability Modifier
STR	13			+7
CON	15			+2
DEX	15			+2

Ability Modifier = (Total Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS	Misc	Initiative
INT = DEX +		

SPEED	Temp Speed
50 ft 10sq	

GRAPPLE BONUS	Base Attack	Size Modifier x4	Misc
4	+STR	x 4	

SAVES

FORTITUDE SAVE	Base	Misc	Temp
6	CON + 4		

REFLEX SAVE	Base	Misc	Temp
3	DEX + 7		

PORTRAIT



SPECIAL ABILITIES

Low-light vision
Scent
Track (+4)

WILD SHAPE

Druid Level **5**

Creature Type

Brown Bear

Size



ATTACKS

Claws

Range	Attack Bonus	Damage	Critical
ft sq	+17	1d8+8	

Improved Grab

Hit with claws, then start grappling as a free action

Range	Attack Bonus	Damage	Critical
ft sq			

ABILITIES

	Ability Score	Item Bonus	Temp Bonus	Ability Modifier
STR	27			+8
CON	19			+4
DEX	13			+7

Ability Modifier = (Total Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS	Misc	Initiative
INT = DEX +		

SPEED	Temp Speed
40 ft 8sq	

GRAPPLE BONUS	Base Attack	Size Modifier x4	Misc
17	+STR	x 4	

SAVES

FORTITUDE SAVE	Base	Misc	Temp
8	CON + 4		

REFLEX SAVE	Base	Misc	Temp
2	DEX + 7		

PORTRAIT



SPECIAL ABILITIES

Low-light vision
Scent
Endurance
Run
Track
+4 Swim

CHARACTER SHEET 3.5e

CHARACTER

Player

Campaign

XP



Name

Race Size Size Modifier

MALE FEMALE

ABILITIES

Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR		STR		STR
CON		CON		CON
DEX		DEX		DEX
INT		INT		INT
WIS		WIS		WIS
CHA		CHA		CHA

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

INVENTORY

	Value	Weight

Carried Items lb

Weapons, Ammo, Scrolls, Potions lb

Armour, Shield, Protective Items lb

Total Weight lb

Light Load lb Medium Load lb Heavy Load lb Max Load lb

MONEY

cp

sp

gp

pp

LANGUAGES

CLASSES

	Skill Ranks	Hit Die	Level	Level Adjustment
1		d	<input type="text"/>	
2		d	<input type="text"/>	
3		d	<input type="text"/>	Effective Character Level
4		d	<input type="text"/>	<input type="text"/>
5		d	<input type="text"/>	

SKILLS

	Max Ranks	Untrained	Skill Bonus	Class Skills	Ranks	Racial, Feats, Synergy	Misc	Favoured Enemy Bonus	Armour Check Penalty
	<input type="text"/> / <input type="text"/> = ECL + 3			1 2 3 4 5					
Appraise		■	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Balance		■	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				-	<input type="text"/>
Bluff		■	CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				■	
Climb		■	STR	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					-
Concentration		■	CON	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Decipher Script			INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Diplomacy		■	CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Disable Device			INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Disguise		■	CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Escape Artist		■	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					-
Forgery		■	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Gather Information		■	CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Handle Animal			CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Heal		■	WIS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Hide		■	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					- Size mod x4 + Size diff x4
Intimidate		■	CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Jump		■	STR	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					-
Listen		■	WIS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				■	
Move Silently		■	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					-
Open Lock			DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Ride		■	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Search		■	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Sense Motive		■	WIS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				■	
Sleight of Hand			DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					-
Spellcraft			INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Spot		■	WIS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				■	
Survival		■	WIS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
<input type="checkbox"/> Track <input type="checkbox"/> Trained			SURVIVAL	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				■	
Swim		■	STR	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					- 1 per 5lb carried
Tumble			DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					-
Use Magic Device			CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Use Rope		■	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Knowledge: <input type="checkbox"/>			INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
<input type="checkbox"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
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<input type="checkbox"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
<input type="checkbox"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
<input type="checkbox"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					

Other skills:
Knowledge - INT
Craft - INT
Perform - CHA
Profession - WIS

CHARACTER SHEET 3.5e

Player

Campaign

XP

CHARACTER



Name

Race

Size



Size Modifier



ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR	_____	_____	STR	_____	STR
CON	_____	_____	CON	_____	CON
DEX	_____	_____	DEX	_____	DEX
INT	_____	_____	INT	_____	INT
WIS	_____	_____	WIS	_____	WIS
CHA	_____	_____	CHA	_____	CHA

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

SPECIAL ABILITIES FEATS

CLASSES

Class	Skill Ranks	Hit Die	Level	Level Adjustment
1	_____	d	_____	_____
2	_____	d	_____	_____
3	_____	d	_____	Effective Character Level
4	_____	d	_____	_____
5	_____	d	_____	_____

SKILLS

Skill	Max Ranks	/	= ECL + 3	Untrained	Skill Bonus	Class Skills					Ranks	Racial, Feats, Synergy	Misc	Favoured Enemy Bonus	Armour Check Penalty
						1	2	3	4	5					
Appraise	_____	/	_____	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Balance	_____	/	_____	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	-
Bluff	_____	/	_____	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Climb	_____	/	_____	<input type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	-
Concentration	_____	/	_____	<input type="checkbox"/>	CON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Decipher Script	_____	/	_____	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Diplomacy	_____	/	_____	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Disable Device	_____	/	_____	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Disguise	_____	/	_____	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Escape Artist	_____	/	_____	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	-
Forgery	_____	/	_____	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Gather Information	_____	/	_____	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Handle Animal	_____	/	_____	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Heal	_____	/	_____	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Hide	_____	/	_____	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	- Size mod x4
Intimidate	_____	/	_____	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	+ Size diff x4
Jump	_____	/	_____	<input type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	-
Listen	_____	/	_____	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Move Silently	_____	/	_____	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	-
Open Lock	_____	/	_____	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Ride	_____	/	_____	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Search	_____	/	_____	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Sense Motive	_____	/	_____	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Sleight of Hand	_____	/	_____	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	-
Spellcraft	_____	/	_____	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Spot	_____	/	_____	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Survival	_____	/	_____	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Track	_____	/	_____	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Swim	_____	/	_____	<input type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	- 1 per 5lb carried
Tumble	_____	/	_____	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	-
Use Magic Device	_____	/	_____	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Use Rope	_____	/	_____	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____
Knowledge:	_____	/	_____	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____	_____

LANGUAGES

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

Other skills:
 Craft - INT
 Perform - CHA
 Knowledge - INT
 Profession - WIS

INVENTORY		
	Value	Weight

Light Load	Carried Items		lb
<input type="text"/>	Weapons, Ammo		lb
Medium Load	Armour, Shield		lb
<input type="text"/>	Worn Items		lb
Heavy Load	Scrolls, Potions,		lb
<input type="text"/>	Wands, Components		lb
Max Load	Total Weight	<input type="text"/>	lb
<input type="text"/>			

ARMOUR				
Properties				
Type	Max Speed	Max AC	DEX	
		ft	sq	
Check Penalty	Weight	Spell Failure	Armour AC	
	lb	%	AC	

SHIELD				
Properties				
Check Penalty	Weight	Spell Failure	Shield AC	
	lb	%	AC	

EQUIPMENT
Head
Properties
Face
Properties

Neck / Throat
Properties

Shoulders
Properties

Arms / Wrists
Properties

Body
Properties

Torso
Properties

Waist
Properties



Hands
Properties

Properties

Properties

MONEY		
Copper	<input type="text"/>	cp
Silver	<input type="text"/>	sp
Gold	<input type="text"/>	gp
Platinum	<input type="text"/>	pp
Total	<input type="text"/>	

WANDS

CHARGES	#	<input type="text"/>
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CHARGES	#	<input type="text"/>
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CHARGES	#	<input type="text"/>
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CHARGES	#	<input type="text"/>
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SCROLLS

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POTIONS

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CHARACTER SHEET 3.5e

Player _____

Campaign _____

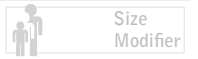
XP _____

CHARACTER

Name _____

Race _____

Size _____



CLASSES

Class	Skill Ranks	Hit Die	Level	Level Adjustment
1	_____	d	<input type="text"/>	_____
2	_____	d	<input type="text"/>	_____
3	_____	d	<input type="text"/>	Effective Character Level
4	_____	d	<input type="text"/>	_____
5	_____	d	<input type="text"/>	<input type="text"/>

ABILITIES

Ability	Score	Item Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR	_____	_____	STR	_____	STR
CON	_____	_____	CON	_____	CON
DEX	_____	_____	DEX	_____	DEX
INT	_____	_____	INT	_____	INT
WIS	_____	_____	WIS	_____	WIS
CHA	_____	_____	CHA	_____	CHA

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

SKILLS

Skill	Max Ranks	Untrained	Skill Bonus	Class Skills					Ranks	Racial, Feats, Synergy	Misc	Favoured Enemy Bonus	Armour Check Penalty
				1	2	3	4	5					
Appraise	<input type="text"/>	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
Autohypnosis		<input checked="" type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>								
Balance		<input checked="" type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>					-	<input type="text"/>		
Bluff		<input checked="" type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>					<input checked="" type="checkbox"/>			
Climb		<input checked="" type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>					-	<input type="text"/>		
Concentration		<input checked="" type="checkbox"/>	CON	<input type="checkbox"/>	<input type="checkbox"/>								
Decipher Script			INT	<input type="checkbox"/>	<input type="checkbox"/>								
Diplomacy		<input checked="" type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>								
Disable Device			INT	<input type="checkbox"/>	<input type="checkbox"/>								
Disguise		<input checked="" type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>								
Escape Artist		<input checked="" type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>					-	<input type="text"/>		
Forgery		<input checked="" type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>								
Gather Information		<input checked="" type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>								
Handle Animal			CHA	<input type="checkbox"/>	<input type="checkbox"/>								
Heal		<input checked="" type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>								
Hide		<input checked="" type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>					- Size mod x4	<input type="text"/>		
Intimidate		<input checked="" type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>					+ Size diff x4			
Jump		<input checked="" type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>					-	<input type="text"/>		
Listen		<input checked="" type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>					<input checked="" type="checkbox"/>			
Move Silently		<input checked="" type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>					-	<input type="text"/>		
Open Lock			DEX	<input type="checkbox"/>	<input type="checkbox"/>								
Psicraft			INT	<input type="checkbox"/>	<input type="checkbox"/>								
Ride		<input checked="" type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>								
Search		<input checked="" type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>								
Sense Motive		<input checked="" type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>					<input checked="" type="checkbox"/>			
Sleight of Hand			DEX	<input type="checkbox"/>	<input type="checkbox"/>					-	<input type="text"/>		
Spellcraft			INT	<input type="checkbox"/>	<input type="checkbox"/>								
Spot		<input checked="" type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>					<input checked="" type="checkbox"/>			
Survival		<input checked="" type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>								
Track		<input type="checkbox"/>	SURVIVAL	<input type="checkbox"/>	<input type="checkbox"/>					<input checked="" type="checkbox"/>			
Swim		<input checked="" type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>					- 1 per 5lb carried	<input type="text"/>		
Tumble			DEX	<input type="checkbox"/>	<input type="checkbox"/>					-	<input type="text"/>		
Use Magic Device			CHA	<input type="checkbox"/>	<input type="checkbox"/>								
Use Psionic Device			CHA	<input type="checkbox"/>	<input type="checkbox"/>								
Use Rope		<input checked="" type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>								
Knowledge: Psionics		<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>								
		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>								
		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>								
		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>								
		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>								
		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>								
		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>								
		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>								
		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>								
		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>								
		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>								
		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>								

SPECIAL ABILITIES

FEATS

LANGUAGES

Other skills:
Craft - INT
Perform - CHA
Knowledge - INT
Profession - WIS

CHARACTER SHEET 3.5e

CHARACTER

Player _____

Name _____

Campaign _____

Race _____

Size _____



XP



CLASSES

Class	Skill Ranks	Hit Die	Level	Level Adjustment
1		d	<input type="text"/>	
2		d	<input type="text"/>	
3		d	<input type="text"/>	
4		d	<input type="text"/>	
5		d	<input type="text"/>	<input type="text"/>

ABILITIES

Ability	Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

FEATS

SPECIAL ABILITIES

SKILLS

Skill Name	Max Ranks	/	= ECL + 3	Untrained	Skill Bonus	Class Skills					Ranks	Racial, Feats, Synergy	Misc
						1	2	3	4	5			
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

LANGUAGES

Other skills:
 Knowledge - INT
 Craft - INT
 Perform - CHA
 Knowledge - INT
 Profession - WIS

CHARACTER SHEET 3.5e

Player

Campaign

XP

CHARACTER

Name

Race

Size



Size Modifier



ABILITIES

	Ability Score	Item Bonus	Ability Modifier	RAGE! Modifier	Fatigue Modifier
STR	_____	_____	STR _____	+	-
CON	_____	_____	CON _____	+	-
DEX	_____	_____	DEX _____		-
INT	_____	_____	INT _____		-
WIS	_____	_____	WIS _____		-
CHA	_____	_____	CHA _____		-

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

BARBARIAN

Barbarian Level	Fast Movement	Illiteracy	RAGE! 1/day
1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
19	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NOTES

LANGUAGES

CLASSES

1 **Barbarian**

2

3

4

5

Skill Ranks Hit Die Level Adjustment

_____	_____	d	<input type="text"/>	_____
_____	_____	d	<input type="text"/>	_____
_____	_____	d	<input type="text"/>	Effective Character Level
_____	_____	d	<input type="text"/>	<input type="text"/>
_____	_____	d	<input type="text"/>	<input type="text"/>

SKILLS

Max Ranks	Untrained	Class Skills	Ranks	Racial, Feats, Synergy	Misc	Forbidden During RAGE!	Armour Check Penalty
		Skill Bonus	1 2 3 4 5				
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	- <input type="text"/>
_____	<input type="checkbox"/>	CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	STR	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	- <input type="text"/>
_____	<input type="checkbox"/>	CON	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	- <input type="text"/>
_____	<input type="checkbox"/>	WIS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	_____
_____	<input type="checkbox"/>	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	- <input type="text"/>
_____	<input type="checkbox"/>	CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	STR	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	- <input type="text"/>
_____	<input type="checkbox"/>	WIS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	_____
_____	<input type="checkbox"/>	STR	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	- <input type="text"/>
_____	<input type="checkbox"/>	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	WIS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	_____
_____	<input type="checkbox"/>	WIS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	_____
_____	<input type="checkbox"/>	SURVIVAL	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	- <input type="text"/>
_____	<input type="checkbox"/>	STR	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	_____	- <input type="text"/>
_____	<input type="checkbox"/>	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	- <input type="text"/>
_____	<input type="checkbox"/>	CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	DEX	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____

Knowledge - INT
Craft - INT
Perform - CHA

ATTACKS

Range	Type	Attack Bonus	Damage	Critical
ft sq		<input type="text"/>	d	x
Ammo		# <input type="text"/>	Special Ammo	# <input type="text"/>

Range	Type	Attack Bonus	Damage	Critical
ft sq		<input type="text"/>	d	x

Range	Type	Attack Bonus	Damage	Critical
ft sq		<input type="text"/>	d	x

Range	Type	Attack Bonus	Damage	Critical
ft sq		<input type="text"/>	d	x

Range	Type	Attack Bonus	Damage	Critical
ft sq		<input type="text"/>	d	x

Ammo	# <input type="text"/>	Special Ammo	# <input type="text"/>
------	------------------------	--------------	------------------------

Ammo	# <input type="text"/>	Special Ammo	# <input type="text"/>
------	------------------------	--------------	------------------------

RAGE!

RAGE! PER DAY	RAGE! Today	Temporary Hit Points	Total Level	CON Increase
<input type="text"/>	<input type="text"/>	<input type="text"/> hp =	<input type="text"/> ×	<input type="text"/>

RAGE! DURATION
 rds = **CON + 3** (Use adjusted CON)

- RAGE!** +4 Strength +4 Constitution +2 Will -2 AC
- Greater RAGE!** +6 Strength +6 Constitution +3 Will -2 AC
- Mighty RAGE!** +8 Strength +8 Constitution +4 Will -2 AC

Fatigued -2 Strength -2 Dexterity Can't charge or run

SAVES

FORTITUDE SAVE	Base	Misc	Temp	RAGE!
FORT = CON +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

REFLEX SAVE	Base	Misc	Temp	RAGE!
REF = DEX +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WILL SAVE	Base	Misc	Temp	RAGE!
WILL = WIS +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Evasion Improved Evasion Trap Sense
 Endurance Indomitable Will

EFFECTS

	□□□□□□
	□□□□□□
	□□□□□□
	□□□□□□

INITIATIVE

INITIATIVE BONUS Feats Misc

INIT = **DEX** + +

SPEED

SPEED Speed with Armour Temp Speed

ft sq ft sq ft sq

+10 to speed unless wearing heavy armour

Swim Speed Fly Speed

ft sq ft sq

BASE ATTACK

BASE ATTACK BONUS	MELEE ATTACK	RANGED ATTACK
<input type="text"/>	<input type="text"/>	<input type="text"/>

Temp Attack Bonus Buffs Nerfs **RAGE!** Fatigued

+ = - + -

Temp Damage Bonus Buffs Nerfs **RAGE!** Fatigued

+ = - + -

GRAPPLE

GRAPPLE BONUS Size Modifier x4 Misc

= **Base Attack** + **x4** + **STR** +

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious **RAGE!**

hp hp hp hp

ARMOUR CLASS

ARMOUR CLASS	Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc
AC = 10 + DEX +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FLAT-FOOTED ARMOUR CLASS

AC = **10** / + + - +

TOUCH ARMOUR CLASS

AC = **10** + **DEX** / / / - +

Temp AC Spell Resistance Uncanny Dodge Improved Uncanny Dodge Conditional Modifiers

AC

-2 **RAGE!** AC Penalty

Damage Reduction

/

FEATS

SPECIAL ABILITIES

RAGE!

BARD

Bard Level []

Level Bonus + []

Caster Level []

KNOWN SPELLS

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base + Bonus	Spells
		0		CHA - 4 CHA - 8 CHA - 12
		1		□ □ □ □
		2		□ □ □ □
		3		□ □ □ □
		4		□ □ □ □
		5		□ □ □ □
		6		□ □ □ □

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

[] % Bards can wear light armour without risking spell failure.

BARDIC KNOWLEDGE

BARDIC KNOWLEDGE BONUS = INT + Bard Level + Misc

[] = INT + [] + []

BARD

Bard Level	Perform Ranks		Courage Bonus
1	3	<input type="checkbox"/> Inspire Courage <input type="checkbox"/> Countersong <input type="checkbox"/> Fascinate	[]
3	6	<input type="checkbox"/> Inspire Competence	
6	9	<input type="checkbox"/> Suggestion	
9	12	<input type="checkbox"/> Inspire Greatness ■ <input type="checkbox"/> Number of Affected Allies	
12	15	<input type="checkbox"/> Song of Freedom	
15	18	<input type="checkbox"/> Inspire Heroics ■ <input type="checkbox"/> Number of Affected Allies	
18	21	<input type="checkbox"/> Mass Suggestion	

FASCINATE

AUDIENCE MAX FASCINATED Bard Level

[] = ([] + 1) ÷ 3

0 [] []

1 [] [] [] []

2 [] [] [] []

3 [] [] [] []

4 [] [] [] []

5 [] [] [] []

6 [] [] [] []

WANDS

CHARGES # [] [] [] [] [] [] [] [] [] []

CHARGES # [] [] [] [] [] [] [] [] [] []

CHARGES # [] [] [] [] [] [] [] [] [] []

CHARGES # [] [] [] [] [] [] [] [] [] []

CHARGES # [] [] [] [] [] [] [] [] [] []

SCROLLS

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

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

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

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

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

POTIONS

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

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

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

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

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

WILD SHAPE

Druid Level

Creature Type

Size



Size Modifier

ABILITIES

Ability Score Item Bonus Temp Bonus Ability Modifier

STR
CON
DEX

Ability Modifier = (Total Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS Misc Initiative

INIT = **DEX** +

SPEED Temp Speed

ft sq ft sq

GRAPPLE BONUS Size Modifier x4 Misc

= + **STR** + x 4 +

SAVES

FORTITUDE SAVE Base Misc Temp

FORT = **CON** + +

REFLEX SAVE

REF = **DEX** + +

PORTRAIT

ATTACKS

Range Attack Bonus Damage Critical

Range ft sq Attack Bonus Damage Critical

Range ft sq Attack Bonus Damage Critical

Range ft sq Attack Bonus Damage Critical

ARMOUR CLASS

ARMOUR CLASS Natural Armour Size Modifier Misc Modifier

AC = **10** + **DEX** + - +

FLAT-FOOTED ARMOUR CLASS

AC = **10** / + - +

TOUCH ARMOUR CLASS

AC = **10** + **DEX** / - +

Temp AC Spell Resistance Damage Reduction

AC /

SPECIAL ABILITIES

WILD SHAPE

Druid Level

Creature Type

Size



Size Modifier

ABILITIES

Ability Score Item Bonus Temp Bonus Ability Modifier

STR
CON
DEX

Ability Modifier = (Total Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS Misc Initiative

INIT = **DEX** +

SPEED Temp Speed

ft sq ft sq

GRAPPLE BONUS Size Modifier x4 Misc

= + **STR** + x 4 +

SAVES

FORTITUDE SAVE Base Misc Temp

FORT = **CON** + +

REFLEX SAVE

REF = **DEX** + +

PORTRAIT

ATTACKS

Range Attack Bonus Damage Critical

Range ft sq Attack Bonus Damage Critical

Range ft sq Attack Bonus Damage Critical

Range ft sq Attack Bonus Damage Critical

ARMOUR CLASS

ARMOUR CLASS Natural Armour Size Modifier Misc Modifier

AC = **10** + **DEX** + - +

FLAT-FOOTED ARMOUR CLASS

AC = **10** / + - +

TOUCH ARMOUR CLASS

AC = **10** + **DEX** / - +

Temp AC Spell Resistance Damage Reduction

AC /

SPECIAL ABILITIES

MONK

Monk
Level

FLURRY OF BLOWS

FLURRY ATTACK BONUS

WHOLENESS OF BODY

HEALING POINTS

PER DAY

Monk Level

 = × 2

Points Healed

hp

ABUNDANT STEP

CASTER LEVEL

Monk Level

 = ÷ 2 (Round down)

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

 = 10 +

QUIVERING PALM

QUIVER DAYS

Monk Level

 =

SAVE DC

Monk Level

 = 10 + (÷ 2) + WIS

EMPTY BODY

ETHERIAL

ROUNDS

Monk Level

Rounds Today

 rds =

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

PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/magic

MONK

Monk Level		
1	<input type="checkbox"/> { Flurry of Blows Unarmed Strike	Use a full attack action for more attacks Treat hands as weapons
2	<input type="checkbox"/> Evasion	Avoid all damage on successful reflex
3	<input type="checkbox"/> Still Mind	+2 to saves against enchantments
4	<input type="checkbox"/> { Ki Strike (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5	<input type="checkbox"/> Purity of Body	Immune to all diseases
6	<input type="checkbox"/> Slow Fall 30 ft	
7	<input type="checkbox"/> Wholeness of Body	Heal wounds
8	<input type="checkbox"/> Slow Fall 40 ft	
9	<input type="checkbox"/> Improved Evasion	Take only half damage even on failed reflex
10	<input type="checkbox"/> { Ki Strike (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11	<input type="checkbox"/> { Diamond Body Greater Flurry	Immune to all poisons
12	<input type="checkbox"/> { Abundant Step Slow Fall 60 ft	Use dimension door once per day
13	<input type="checkbox"/> Diamond Soul	Spell resistance
14	<input type="checkbox"/> Slow Fall 70 ft	
15	<input type="checkbox"/> Quivering Palm	Delayed death by days equal to monk level, once a week
16	<input type="checkbox"/> { Ki Strike (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantite weapons
17	<input type="checkbox"/> { Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature
18	<input type="checkbox"/> Slow Fall 90 ft	
19	<input type="checkbox"/> Empty Body	Assume ethereal state
20	<input type="checkbox"/> { Perfect Self Slow Fall any distance	Treated as outsider



PALADIN

Paladin Level Paladin Level ÷ 2 = Caster Level

DEITY



SPELLS

Spell Save DC	Spells per day	Base Spells	+ Bonus Spells WIS
<input type="text"/>	1	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	2	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	3	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	4	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

TURN UNDEAD

URNS PER DAY

Misc

Today

= **3 + CHA** +

1 TURNING CHECK

Misc

= **d20 + CHA** +

2 TO TURN CREATURE MAX HIT DICE

Paladin Level

= (Turning Check ÷ 3) + - 7

3 TO DESTROY CREATURE MAX HIT DICE

Paladin Level

= (- 3) ÷ 2 Round down

4 CREATURES AFFECTED TOTAL HIT DICE

Paladin Level

= **2d6 + CHA** + - 3

SPECIAL MOUNT

Name Mount Type Summoned Mount Today

PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SMITE EVIL

SMITINGS PER DAY

Smitings Today

SMITING ATTACK BONUS

Weapon Attack Bonus

= + **CHA**

SMITING DAMAGE BONUS

Weapon Damage Bonus

Paladin Level

+ = + +

LAY ON HANDS

HEALING POINTS PER DAY

Paladin Level

Misc

hp = (**CHA** ×) +

Healing Points

hp

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

SCROLLS

POTIONS

SORCERER

Caster Level

Level Bonus

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				
		1				CHA
		2				CHA - 4
		3				CHA - 8
		4				CHA - 12
		5				
		6				
		7				
		8				
		9				

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

	CHARGES #	<input type="text"/>
	CHARGES #	<input type="text"/>
	CHARGES #	<input type="text"/>
	CHARGES #	<input type="text"/>

KNOWN SPELLS

	0	<input type="text"/>
	1	<input type="text"/>
	2	<input type="text"/>
	3	<input type="text"/>
	4	<input type="text"/>
	5	<input type="text"/>
	6	<input type="text"/>
	7	<input type="text"/>
	8	<input type="text"/>
	9	<input type="text"/>

SORCERER

METAMAGIC SPECIALIST

Caster Level

Level Bonus

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				CHA
		1				CHA - 4
		2				CHA - 8
		3				CHA - 12
		4				
		5				
		6				
		7				
		8				
		9				

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

INSTANT METAMAGIC

INSTANT METAMAGIC

USES PER DAY = 3 + INT + Misc Uses Today

SCROLLS

POTIONS

WANDS

CHARGES #	<input type="text" value=""/>
CHARGES #	<input type="text" value=""/>
CHARGES #	<input type="text" value=""/>

KNOWN SPELLS

0	<input type="text"/>
1	<input type="text"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>
7	<input type="text"/>
8	<input type="text"/>
9	<input type="text"/>

WIZARD

Caster Level

Level Bonus

SPELL SCHOOLS

SPECIALITY SCHOOL

PROHIBITED SCHOOLS

SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Specialist Spell	+ Bonus Spells
0				
1			<input type="checkbox"/>	<input type="checkbox"/> INT <input type="checkbox"/> INT-4 <input type="checkbox"/> INT-8 <input type="checkbox"/> INT-12
2			<input type="checkbox"/>	<input type="checkbox"/> INT <input type="checkbox"/> INT-4 <input type="checkbox"/> INT-8 <input type="checkbox"/> INT-12
3			<input type="checkbox"/>	<input type="checkbox"/> INT <input type="checkbox"/> INT-4 <input type="checkbox"/> INT-8 <input type="checkbox"/> INT-12
4			<input type="checkbox"/>	<input type="checkbox"/> INT <input type="checkbox"/> INT-4 <input type="checkbox"/> INT-8 <input type="checkbox"/> INT-12
5			<input type="checkbox"/>	<input type="checkbox"/> INT <input type="checkbox"/> INT-4 <input type="checkbox"/> INT-8 <input type="checkbox"/> INT-12
6			<input type="checkbox"/>	<input type="checkbox"/> INT <input type="checkbox"/> INT-4 <input type="checkbox"/> INT-8 <input type="checkbox"/> INT-12
7			<input type="checkbox"/>	<input type="checkbox"/> INT <input type="checkbox"/> INT-4 <input type="checkbox"/> INT-8 <input type="checkbox"/> INT-12
8			<input type="checkbox"/>	<input type="checkbox"/> INT <input type="checkbox"/> INT-4 <input type="checkbox"/> INT-8 <input type="checkbox"/> INT-12
9			<input type="checkbox"/>	<input type="checkbox"/> INT <input type="checkbox"/> INT-4 <input type="checkbox"/> INT-8 <input type="checkbox"/> INT-12

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

CHARGES	#	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td></tr> <tr><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td></tr> <tr><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td></tr> <tr><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td></tr> </table>																
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CHARGES	#	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td></tr> <tr><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td></tr> <tr><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td></tr> <tr><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td><td style="width: 25px; height: 20px;"></td></tr> </table>																

PREPARED SPELLS

<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	0	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Speciality Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	1	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Speciality Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Speciality Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Speciality Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Speciality Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	5	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Speciality Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	6	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Speciality Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	7	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Speciality Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	8	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Speciality Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	9	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>

WIZARD

FOCUSED SPECIALIST

Caster Level

Level Bonus

SPELL SCHOOLS

SPECIALITY SCHOOL

PROHIBITED SCHOOLS

SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Specialist Spells	+ Bonus Spells
0				
1			<input type="checkbox"/>	INT -4
2			<input type="checkbox"/>	INT -4
3			<input type="checkbox"/>	INT -4
4			<input type="checkbox"/>	INT -4
5			<input type="checkbox"/>	INT -4
6			<input type="checkbox"/>	INT -4
7			<input type="checkbox"/>	INT -4
8			<input type="checkbox"/>	INT -4
9			<input type="checkbox"/>	INT -4

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

SCROLLS

POTIONS

WANDS

CHARGES	#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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PREPARED SPELLS

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BEGUILER

Caster Level

Level Bonus

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
0					INT - 4
1					INT - 4 INT - 8
2					INT - 4 INT - 8 INT - 12
3					
4					
5					
6					
7					
8					
9					

ARCANE SPELL FAILURE THRESHOLD

% Beguilers can wear light armour without risk of spell failure

CLOAKED CASTING

Spell Save DC = 10 + INT + Spell Level + Cloaked Casting Bonus

SPELL DC BONUS

- From Level 8: +2 to overcome Spell Resistance
- From Level 20: Always overcome Spell Resistance

KNOWN SPELLS

0	Dancing Lights	Daze	Detect Magic	Ghost Sound
	Message	Open / Close	Read Magic	
1	Charm Person	Colour Spray	Comprehend Languages	Detect Secret Doors
	Disguise Self	Expeditious Retreat	Hypnotism	Mage Armour
	Obscuring Mist	Rouse	Silent Image	Sleep
	Undetectable Alignment		Whelm	
2	Blinding Colour Surge	Blur	Daze Monster	Detect Thoughts
	Fog Cloud	Glitterdust	Hypnotic Pattern	Invisibility
	Knock	Minor Image	Mirror Image	Misdirection
	See Invisibility	Silence	Spider Climb	Stay the Hand
	Touch of Idiocy	Vertigo	Whelming Blast	
3	Arcane Sight	Clairaudience / Clairvoyance		Crown of Veils
	Deep Slumber	Dispel Magic	Displacement	Glibness
	Halt	Haste	Hesitate	Hold Person
	Inevitable Defeat	Invisibility Sphere	Legion of Sentinals	Major Image
	Nondetection	Slow	Suggestion	Vertigo Field
4	Charm Monster	Confusion	Crushing Despair	Freedom of Movement
	Greater Invisibility	Greater Mirror Image	Locate Creature	Mass Whelm
	Phantom Battle	Rainbow Pattern	Solid Fog	
5	Break Enchantment	Dominate Person	Feeblemind	Friend to Foe
	Hold Monster	Incite Riot	Mind Fog	Rary's Telepathic Bond
	Seeming	Sending	Swift Etherealness	
6	Greater Dispel Magic	Mass Suggestion	Mislead	Overwhelm
	Repulsion	Shadow Walk	True Seeing	Veil
7	Ethereal Jaunt	Greater Arcane Sight	Mass Hold Person	Mass Invisibility
	Phase Door	Power Word Blind	Project Image	Spell Turning
8	Demand	Discern Location	Mind Blank	Moment of Prescience
	Power Word Stun	Scintillating Pattern	Screen	
9	Dominate Monster	Etherealness	Foresight	Mass Hold Monster
	Power Word Kill	Time Stop		

WANDS

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SCROLLS

POTIONS

DUSKBLADE

Duskblade Level

Level Bonus +

Caster Level

KNOWN SPELLS

0

1

2

3

4

5

SPELLS

Spells Known	Spell Save DC	Spells per day	Base Spells	Bonus Spells
		0		INT -4 INT -8 INT +12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

% Duskblades can use light armour and light shields without risk of spell failure.

From level 4: Can wear medium armour

From level 7: Can use heavy shield

ARCANE ATTUNEMENT

ATTUNEMENTS

PER DAY Misc
 = **3** + INT +

- Dancing Lights Detect Magic Flare
- Ghost Sound Read Magic

QUICK CAST

QUICK CAST PER DAY Duskblade Level Quick Cast Spells Today
 = ÷ **5**

SPELL POWER

CASTER LEVEL CHECK BONUS Duskblade Level

6 to 10	→ +2
11 to 15	→ +3
16 to 17	→ +4
18 up	→ +5

+ = :

when you injure an opponent with a m el e attack

WANDS

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

POTIONS

忍 NINJA

Ninja Level

SUDDEN STRIKE

DAMAGE BONUS

d6

Applies whenever the target is denied a DEX bonus to AC. Sudden Strike stacks with Sneak Attack.

KI DODGE

MISS CHANCE

%

This effect is negated by True Seeing but not by See Invisibility. The effect of Ki Dodge does not stack with Blink or Displacement.

GHOST MIND

CASTER LEVEL CHECK DC

Ninja Level

= 20 +

Attempting to scry on the ninja prompts a caster level check. Failure renders the ninja undetectable.

NINJA

KI POWER PER DAY

$$= \text{WIS} + \left(\frac{\text{Ninja Level}}{2} \right)$$

Ninja Level

Ki Power Used Today

□	□	□	□
□	□	□	□
□	□	□	□

Ki powers can only be used if a ninja is wearing no armour and is unencumbered.

Ninja Level	Sudden Strike Bonus	Acrobatics Bonus		Ki Power Cost
1	1d6		<input type="checkbox"/> Trapfinding	
2			<input type="checkbox"/> Ghost Step Invisible (1 round)	1
3	2d6		<input type="checkbox"/> Poison Use Apply poison without risk of poisoning yourself	
4			<input type="checkbox"/> Great Leap +4 to Jump, no run-up	
5	3d6			
6		+2	<input type="checkbox"/> Ki Dodge 20% miss chance (1 round)	1
7	4d6		<input type="checkbox"/> Speed Climb	
8			<input type="checkbox"/> Ghost Strike Strike incorporeal and ethereal	1
9	5d6		<input type="checkbox"/> Improved Poison Use Apply poison as move action	
10			<input type="checkbox"/> Ghost Step (Ethereal)	1
11	6d6			
12		+4	<input type="checkbox"/> Evasion	
13	7d6			
14			<input type="checkbox"/> Ghost Mind Resist Scrying	
15	8d6			
16			<input type="checkbox"/> Ghost Sight See invisible and ethereal	
17	9d6			
18		+6	<input type="checkbox"/> Greater Ki Dodge 50% miss chance (1 round)	1
19	10d6			
20			<input type="checkbox"/> Ghost Walk Enter the ethereal plane	2

SPELLTHIEF

Spellthief
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells CHA
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

% Spellthiefs can cast their own spells while wearing light armour without risk of spell failure, but not those stolen from arcane casters.

STEAL SPELL

SNEAK ATTACK BONUS Spellthief Level

$$\text{d6} = \left(\dots + 3 \right) \div 4 \quad (\text{Round down})$$

Forgo 1d6 of bonus for Steal Spell, Steal Spell Effect, Steal Energy Resistance or Steal Spell-Like Ability on a successful sneak attack; or forgo 3d6 of bonus for Steal Spell Resistance; or take from a willing target.

MAX STOLEN SPELL LEVEL Spellthief Level

$$\text{Level} = \dots \div 2 \quad (\text{Minimum 1})$$

STOLEN SPELL CAPACITY Spellthief Level

$$\text{Capacity} = \dots$$

STEAL SPELL EFFECT

MAX CASTER LEVEL Spellthief Level

$$\text{Level} = \dots + \text{CHA}$$

MAX EFFECT DURATION Spellthief Level

$$\text{mins} = \dots$$

STEAL ENERGY RESISTANCE

Energy Resistance Stolen from

- From level 3: Energy Resistance 10 Duration 1 min
- From level 11: Energy Resistance 20
- From level 19: Energy Resistance 30

STEAL SPELL RESISTANCE

From level 15: Spell Resistance stolen from

SPELL RESISTANCE Spellthief Level

$$\text{Resistance} = \dots + 5 \quad (\text{No greater than target's own spell resistance})$$

RESISTANCE DURATION

$$\text{rds} = \text{CHA}$$

SWIFT ACTIONS

From level 2:

DETECT MAGIC PER DAY

$$\text{Per Day} = \text{CHA} \quad (\text{Minimum 1})$$

Detect Magic Today

From level 9:

ARCANE SIGHT PER DAY

$$\text{Per Day} = \text{CHA} \quad (\text{Minimum 1})$$

Arcane Sight Today

KNOWN SPELLS

1

2

3

4

STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
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32		
33		
34		

Level 0 spells take up 1/2 point of capacity. All other spells take up their level points of capacity.

Total Stolen Spell Points

WARMAGE

Warmage Level

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9					<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

% Warmages can use light armour and shields without penalty. From level 8, this includes medium armour.

WARMAGE EDGE

Extra damage

INT

KNOWN SPELLS

0	Acid Splash	Disrupt Undead	Light	Ray of Frost
1	Accuracy	Burning Hands	Chill Touch	Fist of Stone
1	Hail of Stone	Lesser Orb of Acid	Lesser Orb of Cold	Lesser Orb of Electricity
1	Lesser Orb of Fire	Lesser Orb of Sound	Magic Missile	Shocking Grasp
1	True Strike			
2	Blades of Fire	Continual Flame	Fire Trap	Fireburst
2	Flaming Sphere	Ice Knife	Melf's Acid Arrow	Pyrotechnics
2	Scorching Ray	Shatter	Whirling Blade	
3	Fire Shield	Fireball	Flame Arrow	Gust of Wind
3	Ice Storm	Lightning Bolt	Poison	Ring of Blades
3	Sleet Storm	Stinking Cloud		
4	Blast of Flame	Contagion	Evard's Black Tentacles	Orb of Acid
4	Orb of Cold	Orb of Electricity	Orb of Fire	Orb of Force
4	Orb of Sound	Phantasmal Killer	Shout	Wall of Fire
5	Arc of Lightning	Cloudkill	Cone of Cold	Flame Strike
5	Greater Fireburst	Mass Fire Shield	Prismatic Ray	
6	Acid Fog	Blade Barrier	Chain Lightning	Circle of Death
6	Disintegrate	Fire Seeds	Otiluke's Freezing Sphere	
6	Tenser's Transformation			
7	Delayed Blast Fireball	Earthquake	Finger of Death	Firestorm
7	Mordenkainen's Sword	Prismatic Spray	Sunbeam	Waves of Exhaustion
8	Greater Shout	Horrid Wilting	Incendiary Cloud	
8	Prismatic Wall	Scintillating Pattern	Sunburst	Polay Ray
9	Elemental Swarm	Implosion	Meteor Swarm	Prismatic Sphere
9	Wail of the Banshee	Weird		

WANDS

SCROLLS

POTIONS

FAVOURED SOUL Favoured Soul Level

DEITY



SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		WIS - 8 WIS - 12
		1		WIS - 8 WIS - 12
		2		WIS - 8 WIS - 12
		3		WIS - 8 WIS - 12
		4		WIS - 8 WIS - 12
		5		WIS - 8 WIS - 12
		6		WIS - 8 WIS - 12
		7		WIS - 8 WIS - 12
		8		WIS - 8 WIS - 12
		9		WIS - 8 WIS - 12

Spell Save DC = 10 + WIS + Spell Level

ENERGY RESISTANCE

Favoured Soul Level	Energy Type	Energy Resistance
5		10
10		10
15		10

SCROLLS

POTIONS

KNOWN SPELLS

0

□□□□
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□□□□

1

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修験者 SHUGENJA

Shugenja Level

Caster Level

SHUGENJA ORDER

FAVOURED ELEMENT

Earth Air Fire Water

土 气 火 水

Earth Air Fire Water

FORBIDDEN ELEMENT

0

1

2

3

4

5

6

7

8

9

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells + Bonus Spells
1+ +		0	CHA - 4
1+ +		1	CHA - 4
1+ +		2	CHA - 4
1+ +		3	CHA - 4
1+ +		4	CHA - 4
1+ +		5	CHA - 4
1+ +		6	CHA - 4
1+ +		7	CHA - 4
1+ +		8	CHA - 4
1+ +		9	CHA - 4

Shugenja Order Spells
Favoured Element Spells
Other Spells

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

SENSE ELEMENTS

SENSE ELEMENTS PER DAY

Shugenja Level

Uses Today

= 3 + (÷ 5)

MAX RANGE

Shugenja Level

ft sq = 10 ft 2 sq + (× 5 ft 1 sq)

KNOWN SPELLS

0

1

2

3

4

5

6

7

8

9

SPIRIT SHAMAN

Spirit Shaman Level

Caster Level

SPIRIT GUIDE

Spirit Guide Type

SPELLS

Spells Retrieved per day	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		
		1		WIS - 4
		2		WIS - 8
		3		WIS - 12
		4		
		5		
		6		
		7		
		8		
		9		

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

WILD EMPATHY

WILD EMPATHY BONUS

Spirit Shaman Level

= CHA +

CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

Uses Today

= 3 + CHA

WILL SAVE DC

Spirit Shaman Level

= 10 + CHA +

EXORCISM

EXORCISM BONUS

Spirit Shaman Level

= CHA +

EXORCISM DC

Target's Hit Dice Target's CHA

= 10 + +

SPIRIT SHAMAN

Spirit Shaman Level

1	<input type="checkbox"/> Wild empathy	Influence an animal
2	<input type="checkbox"/> Chastise spirits	Harm spirits, 1d6 /level , within 30ft
3	<input type="checkbox"/> Detect spirits	Sense nearby spirits at will
4	<input type="checkbox"/> Blessing of the spirits	Protect self against spirits, casting time 10 mins
5	<input type="checkbox"/> Follow the guide	Retry failed enchantment save on next round
6	<input type="checkbox"/> Ghost warrior	Resist incorporeal, ghost touch weapon
7	<input type="checkbox"/> Warding of the spirits	Protect party against spirits, lasts 10 mins / level
9	<input type="checkbox"/> Spirit form 1 /day	Become incorporeal for 1 min
10	<input type="checkbox"/> Guide magic	Let guide concentrate on spell
11	<input type="checkbox"/> Recall spirit	Restore life to -1 hp , within 1 round of death
13	<input type="checkbox"/> Exorcism	Expel possessing spirit
15	<input type="checkbox"/> Spirit form 2 /day	
16	<input type="checkbox"/> Weaken spirits	Swap 3d6 of chastise damage, weaken for 1 round
17	<input type="checkbox"/> Spirit journey	Enter the spirit world
19	<input type="checkbox"/> Favoured of the spirits	Lose 1000 xp , recieve Heal on reaching 0 hp
20	<input type="checkbox"/> Spirit form 3 /day ; Spirit who walks	Become fey, gain damage reduction 5 /cold iron

RETRIEVED SPELLS

0

1

2

3

4

5

6

7

8

9



ARDENT

DEITY

Manifester Level

Level Bonus

+



KNOWN POWERS

POWERS KNOWN

MAX POWER LEVEL

POWER POINTS MAX COST

Manifester Level

Power	Level	Cost
1		
2		
3		
4		
5		
6		
7		
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25		

MANTLES

PRIMARY

SECONDARY

PSIONICS

POWER POINTS PER DAY = Base Points + Bonus Points + Racial + Misc

_____ = _____ + _____ + _____ + _____

Bonus Points

Manifester Level

$$= \text{WIS} \times \frac{\text{Manifester Level}}{2} \text{ (Round down)}$$

Power Points

POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	
7	13	
8	15	
9	17	

Power Save DC = 10 + CHA + Power Level

DORJES

CHARGES #

CHARGES #

CHARGES #

CHARGES #

POWER STONES

TATTOOS

1
2
3
4
5
6
7
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10
11
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14
15
16
17
18
19
20



DIVINE MIND

Manifester Level
 Level Bonus +

DEITY

MANTLES

PSIONICS

POWER POINTS PER DAY = Base Points + Bonus Points + Misc + Wild Talent Reserve **2**

= _____ + _____ + _____ + **2**

$$\text{Bonus Points} = \text{WIS} \times \frac{\text{Manifester Level}}{2} \text{ (Round down)}$$
 Power Points

POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	

Power Save DC = 10 + CHA + Power Level

DIVINE GRACE

SAVING THROW BONUS

+ = **CHA**

DORJES

CHARGES #	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td></tr> <tr><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td></tr> <tr><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td><td style="width: 15px;"> </td></tr> </table>																																													
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PSYCHIC AURA

AURA RANGE ft sq

MAX AURAS

CHANGE AURAS
 1 hour meditation
 Standard action
 Move action
 Swift action

Aura	Active Aura	Bonus Affects	Bonus	Divine Mind Level
1 Attack	<input type="checkbox"/>	Attack and damage	= 1 +	÷ 5
2 Defence	<input type="checkbox"/>	Armour class	= 1 +	÷ 5
3 Perception	<input type="checkbox"/>	Initiative, Listen and Spot	= 2 +	÷ 5
4	<input type="checkbox"/>		= +	÷
5	<input type="checkbox"/>		= +	÷
6	<input type="checkbox"/>		= +	÷
5	<input type="checkbox"/>		= +	÷
6	<input type="checkbox"/>		= +	÷

KNOWN POWERS

POWERS KNOWN

MAX POWER LEVEL

POWER POINTS MAX COST = Manifester Level

Power	Level	Cost
1		
2		
3		
4		
5		
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7		
8		
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10		
11		
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13		
14		
15		

POWER STONES

TATTOOS

1
2
3
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13
14
15
16



LURK

Manifester Level

Level Bonus

+

LURK

Lurk Level		Psionic Sneak Attack
1	<input type="checkbox"/> Lurk Augment Activate an augment to bolster your attacks	
2	<input type="checkbox"/> Psionic Sneak Attack While psionically focused, sneak attack unsuspecting enemies.	1d6
6	<input type="checkbox"/> Initiative Boost Add your INT to initiative.	
7		2d6
9	<input type="checkbox"/> Evasion Take no damage on a successful Reflex save.	
10	<input type="checkbox"/> Lurk Augment Two at once	
12		3d6
15	<input type="checkbox"/> Slippery Mind If you fail a save against enchantment, try again next round.	
17		4d6
18	<input type="checkbox"/> Lurk Augment Three at once	

LURK AUGMENTS

AUGMENTS AT ONCE

MAX EXTRA POINT BUY

Lurk Level

 =

AUGMENTS PER DAY

Lurk Level

 = + INT
Augments Today

Augments Today

PSIONICS

POWER POINTS PER DAY

Base Points

Bonus Points

Racial

Misc

 = + + +

Bonus Points

Manifester Level

 = $\frac{INT \times \text{Manifester Level}}{2}$ (Round down)
Power Points

Power Points

POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	<input type="text"/>
2	3	<input type="text"/>
3	5	<input type="text"/>
4	7	<input type="text"/>
5	9	<input type="text"/>
6	11	<input type="text"/>

Power Save DC = 10 + INT + Power Level

LURK AUGMENTS

Lurk Level	Available Augments	Basic Benefit	Extra Point Cost	Extra Benefit
1	Additional Sneak Attack	Damage +1d6	2	Damage +1d6
	Unfocusing Strike	Lose psionic focus; Will DC = 10 + INT	2	DC +1
3	Solid Strike	Damage +1	1	Damage +1
	Stunning Strike	Stunned 1 round, Fort DC = 10 + INT	2	DC +1
5	Ignore Concealment	Ignore miss chance		
	Mental Assault	Intelligence or Wisdom nerf -2 points	2	Nerf -1
8	Deceptive Strike	Deny DEX bonus to AC		
	Sneak Attack Undead	Allow sneak attack, if applicable		
11	Ghost Touch	Strike incorporeal creatures		
	Power Drain	Steal power points = half of damage		
	Aligned Attack	Overcome DR/good or DR/evil		
14	Sneak Attack Constructs	Allow sneak attack, if applicable		
	Stygian Weapon	1d4 negative levels, 1 round	4	Duration +1 round
17	Planar Attack	Damage +2d6 to good/evil creatures	1	Damage +1d6
	Synaptic Disconnect	Prevent magic, psionics and abilities Will DC = 10 + INT	2	DC +1
20	Greater Power Drain	Steal power points = all of damage		

KNOWN POWERS

POWERS KNOWN

MAX POWER LEVEL

POWER POINTS MAX COST

Manifester Level

 =

Power

Level

Cost

1		
2		
3		
4		
5		
6		
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DEATH MASTER

DM Level

Level Bonus

Caster Level

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells INT
<input type="text"/>	1	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	2	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	3	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	4	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	5	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	6	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	7	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	8	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	9	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

Death Masters can negate the somatic components of spells by using a vial of blood while casting the spell

%

MASTER OF THE DEAD

WILL SAVE DC = 10 + ($\frac{\text{Death Master Level}}{\text{Level}}$ ÷ 2) + **CHA**

Undead must succeed on save or be unable to attack you for 24 hours
unintelligent undead automatically fail.
Use this DC for Sustenance of the Dead as well

SUSTENANCE OF THE DEAD

Temporary Hit Points = 2 × **Undead's Total Hit Dice**

Applies to undead under control within 60 ft. If the creature saves it is no longer under control

LICH ABILITIES

SAVE DC = 10 + ($\frac{\text{Hit Dice}}{\text{Hit Dice}}$ ÷ 2) + **CHA**

Use this DC for the damage will (halves) save, the Fear Aura will (negates) save, and the Paralyzing Touch fortitude (negates) save

REBUKE UNDEAD

REBUKES PER DAY = 3 + **CHA** + Misc

1 REBUKING CHECK

$\text{Roll} = d20 + \text{CHA}$

2 TO REBUKE CREATURE MAX HIT DICE

Death Master Level

$\text{Roll} = (\frac{\text{Rebuking Check}}{\text{Rebuking Check}} \div 3) + \dots$

3 TO DESTROY CREATURE MAX HIT DICE

Death Master Level

$\text{Roll} = \dots \div 2$ (Round down)

4 CREATURES REBUKED TOTAL HIT DICE

Death Master Level

$\text{Roll} = 2d6 + \text{CHA} + \dots$

PREPARED SPELLS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

SCROLLS

POTIONS

MOUNTEBANK

Mountebank Level

PATRON



BEGUILING STARE

SAVE DC Mountebank Level
 $\boxed{} = 10 + (\div 2) + \text{CHA}$

INFERNAL PATRON

USES PER DAY Mountebank Level
 $\boxed{} \text{ rds} = (\div 2) + \text{CHA}$



SAVE DC Mountebank Level
 $\boxed{} = 10 + (\div 2) + \text{CHA}$

MASS BEGUIL

BURST RANGE Mountebank Level
 $\boxed{} \text{ ft.} = 100 + (10 \times)$

INFERNAL GUISE

ALTER SELF DURATION Mountebank Level
 $\boxed{} \text{ mins} = 10 \times $

INFERNAL DEFENSE

DISPLACEMENT DURATION Mountebank Level, Rounds Passed
 $\boxed{} \text{ rds} = $

INFERNAL JAUNT

DIMENSION DOOR RANGE Mountebank Level
 $\boxed{} \text{ ft.} = 10 + (5 \times)$
 Cape of the Mountebank: +100 ft.

INFERNAL INFLUENCE

CONFUSION DURATION Mountebank Level, Rounds Passed
 $\boxed{} \text{ rds} = $

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

MOUNTEBANK

Mountebank Level

1	<input checked="" type="checkbox"/> Beguiling Stare <input checked="" type="checkbox"/> Mark of Damnation <input type="checkbox"/> Bonus Language: _____	Beguile Victim; -2 Will, and -5 Sense Motive, lose DEX to AC DC 25 Diplomacy or Bluff check to be resurrected, gain bonus equal to half Mountebank level
2	<input type="checkbox"/> Deceptive Attack +1d6	Extra damage on beguiled or feinted opponents
3	<input type="checkbox"/> Infernal Patron (IP)	+2 to saves against enchantments
4	<input type="checkbox"/> IP: Infernal Guise	Disguise self as similarly shaped creature
5	<input type="checkbox"/> IP: Disguise the Soul's Aspect	Use CHA check against opponent's Sense Motive check to project a false alignment reading
6	<input type="checkbox"/> Deceptive Attack +2d6	
8	<input type="checkbox"/> IP: Infernal Defense	Gain 50% miss chance; self only
10	<input type="checkbox"/> IP: Infernal Jaunt <input type="checkbox"/> Deceptive Attack +3d6	Teleport short distance; self only
12	<input type="checkbox"/> IP: Infernal Influence	Cause single target to act irrationally
14	<input type="checkbox"/> Deceptive Attack +4d6	
16	<input type="checkbox"/> IP: Infernal Escape	Teleport self and familiar only, must expend two uses of IP
18	<input type="checkbox"/> Deceptive Attack +5d6	
20	<input type="checkbox"/> IP: Infernal Deception <input type="checkbox"/> Aspect of the Damned	Create illusory double and become invisible Become half-fiend NPC thrall to infernal patron

INFERNAL ESCAPE

TELEPORT RANGE Mountebank Level, Misc
 $\boxed{} \text{ mi.} = 100 \times + $

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION Mountebank Level, Misc, Rounds Passed
 $\boxed{} \text{ rds} = + $

ASPECT OF THE DAMNED: HALF-FIEND ABILITIES

Spell-Like Abilities (If Int or Wis is 8 or higher)

Spell-Like Ability	Level	Uses	Save DC
1 Darkness	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>
2 Desecrate	2	<input type="checkbox"/>	<input type="text"/>
3 Unholy Blight	4	<input type="checkbox"/>	<input type="text"/>
4 Poison	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>
5 Contagion	3	<input type="checkbox"/>	<input type="text"/>
6 Blasphemy	7	<input type="checkbox"/>	<input type="text"/>
7 Unholy Aura	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>
8 Unhallow	5	<input type="checkbox"/>	<input type="text"/>
9 Horrid Wilting	8	<input type="checkbox"/>	<input type="text"/>
10 Summon Monster IX (fiends only)	9	<input type="checkbox"/>	<input type="text"/>
11 Destruction	7	<input type="checkbox"/>	<input type="text"/>
12 _____	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>

SLA Save DC = 10 + CHA + Spell Level

Smite Good

Smite Good Used Today

SMITING DAMAGE BONUS

$\boxed{+ } = \boxed{+ } + 20$

Outsider Traits

Immune to Charm Person and other effects that target non-outsiders.
Damage reduction 10/magic

SCROLLS

POTIONS

SHA'IR

Level Bonus + Caster Level

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				CHA
		1				CHA - 4
		2				CHA - 8
		3				CHA - 12
		4				
		5				
		6				
		7				
		8				
		9				

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

SPELL RETRIEVAL

DC 20 Diplomacy check on behalf of your gen to retrieve...

- Any known arcane spell in (1d4 + spell level) rounds
- Any identified arcane spell in (1d6 + spell level) minutes
- Any divine spell from the Air, Chaos, Earth, Fire, Knowledge, Law, Luck, Sun, or Water Domains in (1d6 + spell level) hours

DIPLOMACY MODIFIERS

- +1 per Sha'ir level
- +2 if spell is in spells known category (arcane only)
- 2 per level of the desired spell
- 6 if the spell is an unknown divine spell
- 2 per attempt to retrieve the same spell in the same day after failing to retrieve it

PREPARED SPELLS

<input type="checkbox"/>		<input type="checkbox"/>
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<input type="checkbox"/>		<input type="checkbox"/>
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<input type="checkbox"/>	1	<input type="checkbox"/>
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<input type="checkbox"/>	3	<input type="checkbox"/>
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<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>
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<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	6	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	7	<input type="checkbox"/>
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<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	8	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	9	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>

SHA'IR

Sha'ir Level	
1	<input checked="" type="checkbox"/> Summon Gen Familiar
3	<input type="checkbox"/> Recognize Genie Works
5	<input type="checkbox"/> Elemental Protection
7	<input type="checkbox"/> Call Janni
9	<input type="checkbox"/> Elemental Travel 1/day
11	<input type="checkbox"/> Call Genie
13	<input type="checkbox"/> Craft Genie Prison
15	<input type="checkbox"/> Elemental Travel 2/day
18	<input type="checkbox"/> Elemental Travel (At will)

SCROLLS

WANDS

CHARGES	#	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> </table>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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IDENTIFIED SPELLS

FACTOTUM

Factotum Level

CUNNING KNOWLEDGE

Skills Used Today

BRAINS OVER BRAWN

$$\boxed{\text{STR}} = \text{STR} + \text{INT}$$

$$\boxed{\text{DEX}} = \text{DEX} + \text{INT}$$
 } From Level 3

Applies to strength and dexterity checks, and strength- and dexterity-based skills

OPPORTUNISTIC PIETY

URNS / REBUKES / HEALING USES PER DAY Opportunistic Piety Modifier Misc

$$\boxed{} = 3 + \text{WIS} + + $$

HEALING HIT POINTS Factotum Level Uses Today

$$\boxed{} = \text{INT} + (\times 2)$$

1 TURNING CHECK Synergy

$$\boxed{} = \text{d}20 + \text{CHA} + $$

2 TO TURN CREATURE MAX HIT DICE

$$\boxed{} = \left(\frac{\text{Turning Check}}{3} \right) + - 4$$

3 TO DESTROY CREATURE MAX HIT DICE

$$\boxed{} = \div 2$$
Round down

4 CREATURES AFFECTED TOTAL HIT DICE

$$\boxed{} = 2\text{d}6 + \text{CHA} + $$

CUNNING BRILLIANCE

Prepared Extraordinary Abilities

HOLY SYMBOLS

FACTOTUM

INSPIRATION POINTS

Inspiration Points Used

INT

Factotum Level

Inspiration Point Cost

1	<input type="checkbox"/>	<ul style="list-style-type: none"> Cunning Insight Cunning Knowledge Trapfinding 	Attack, damage or save + INT Skill + Factotum Level	1 IP 1 IP
2	<input type="checkbox"/>	Arcane Dilletante 1		
3	<input type="checkbox"/>	<ul style="list-style-type: none"> Brains Over Brawn Cunning Defence 	AC + INT (1 round)	1 IP
4	<input type="checkbox"/>	<ul style="list-style-type: none"> Arcane Dilletante 2 Cunning Strike 	Damage +1d6 sneak attack	1 IP
5	<input type="checkbox"/>	Opportunistic Piety	Turn Undead, Harm Undead or Heal Injuries	1 IP
7	<input type="checkbox"/>	Arcane Dilletante 3		
8	<input type="checkbox"/>	Cunning Surge	Extra standard action (1 round)	3 IP
9	<input type="checkbox"/>	Arcane Dilletante 4		
10	<input type="checkbox"/>	Opportunistic Piety +1		
11	<input type="checkbox"/>	Cunning Breach	Overcome spell resistance and damage reduction	2 IP
12	<input type="checkbox"/>	Arcane Dilletante 5		
13	<input type="checkbox"/>	Cunning Dodge	Ignore fatal or incapacitating damage	4 IP
14	<input type="checkbox"/>	Arcane Dilletante 6		
15	<input type="checkbox"/>	Opportunistic Piety +2		
16	<input type="checkbox"/>	Improved Cunning Defence	AC + INT	0 IP
17	<input type="checkbox"/>	Arcane Dilletante 7		
19	<input type="checkbox"/>	Cunning Brilliance	Activate Extraordinary Ability	4 IP
20	<input type="checkbox"/>	<ul style="list-style-type: none"> Arcane Dilletante 8 Opportunistic Piety +3 		

ARCANE DILLETANTE

PREPARED SPELLS PER DAY Max Spell Level

Spell Save DC = 10 + INT + Spell Level

<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>	Cost		Level	DC
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>	Cost		Level	DC
<input type="checkbox"/>				School
				School
	Cost		Level	DC
				School
	Cost		Level	DC
				School

ARTIFICER

Artificer
Level

Level
Bonus

Artificer
Level + 2 =

Caster
Level

INFUSIONS

Infusion Save DC	Level	Infusions per day	Base Infusions	+ Bonus Infusions INT
	1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + INT + Spell Level

Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level

CRAFT RESERVE

CRAFT RESERVE POINTS

pts

Craft Reserve points can be spent in place of XP when crafting magic items.

Point are completely replenished each level; unspent points are lost.

ARTIFICER KNOWLEDGE

ARTIFICER KNOWLEDGE BONUS

Artificer
Level

= WIS +

WANDS

CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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KNOWN INFUSIONS

1	Armour Enhancement, Lesser	Energy Alteration	Enhancement Alteration
	Identify	Inflict Light Damage	Light
	Magic Stone	Magic Vestment	Magic Weapon
	Repair Light Damage	Resistance Item	Shield of Faith
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Skill Enhancement	Spell Storing Item	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Weapon Augmentation, Personal		

2	Align Weapon	Armour Enhancement	Bear's Endurance
	Bull's Strength	Cat's Grace	Chill Metal
	Eagle's Splendour	Fox's Cunning	Heat Metal
	Inflict Moderate Damage	Owl's Wisdom	Repair Moderate Damage
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Toughen Construct	Weapon Augmentation, Lesser	

3	Armour Enhancement, Greater	Construct Energy Ward	Inflict Serious Damage
	Magic Weapon, Greater	Metamagic Item	Power Surge
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Repair Serious Damage	Stone Construct	Suppress Requirement

4	Construct Energy Ward, Greater	Globe of Invulnerability, Lesser	Inflict Critical Damage
	Item Alteration	Iron Construct	Minor Creation
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Repair Critical Damage	Rusting Grasp	Shield of Faith, Legion's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Weapon Augmentation			

5	Disrupting Weapon	Fabricate	Major Creation
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wall of Force	Wall of Stone	

6	Blade Barrier	Disable Construct	Globe of Invulnerability
	Hardening	Move Earth	Total Repair
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wall of Iron	Weapon Augmentation, Greater	

SCROLLS

POTIONS

ARCHIVIST

Caster Level

DEITY



SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
	0				
	1				WIS - 4
	2				WIS - 4
	3				WIS - 8
	4				WIS - 8
	5				WIS - 12
	6				WIS - 12
	7				WIS - 12
	8				WIS - 12
	9				WIS - 12

Spell Save DC = 10 + INT + Spell Level

DARK KNOWLEDGE

KNOWLEDGE PER DAY Knowledge Today

Knowledge Today:

ENCOUNTER KNOWLEDGE Knowledge Roll

= (: 15 to 24 → 1
 25 to 34 → 2
 35+ → 3)

Party Attack Bonus Encounter Knowledge

+ =

From Level 8:

Party Damage Bonus Encounter Knowledge

+ **d6** =

From Level 11: Enemy Dazzled Rounds Encounter Knowledge

= - 1

From Level 14: Party AC Bonus Encounter Knowledge

+ =

SCROLLS

POTIONS

PREPARED SPELLS

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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

DREAD NECROMANCER

Dread Necromancer Level

Caster Level

Level Bonus

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
<input type="text"/>	1	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	2	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	3	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	4	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	5	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	6	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	7	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	8	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	9	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

% Spell failure does not apply to Dread Necromancer spells while wearing light armour.

ATTACK DC = 10 + (÷ 2) + CHA

Use this DC for the Negative Energy Burst will save, the Fear Aura will save, the Scabrous Touch fortitude save and the Enervating Touch removal save (Round down)

CHARNEL TOUCH

NEGATIVE ENERGY DAMAGE DN Level

= 1d8 + (÷ 4)

UNDEAD HEALING DN Level

hp = 1 + (÷ 4) (Round down)

REBUKE UNDEAD

REBUKES PER DAY = 3 + CHA +

1 REBUKING CHECK

= d20 + CHA

2 TO REBUKE CREATURE MAX HIT DICE

= (Rebuking Check ÷ 3) + - 4

3 TO DESTROY CREATURE MAX HIT DICE

= ÷ 2 (Round down)

4 CREATURES REBUKED TOTAL HIT DICE

= 2d6 + CHA +

KNOWN SPELLS

1	Bane Detect Magic Inflict Light Wounds	Bestow Wound Detect Undead Ray of Enfeeblement	Cause Fear Doom Summon Undead I	Chill Touch Hide from Undead Undetectable Alignment
2	Blindness / Deafness False Life Scare	Command Undead Gentle Repose Spectral Hand	Darkness Ghost Touch Summon Swarm	Death Knell Inflict Moderate Wounds Summon Undead II
3	Crushing Despair Ray of Exhaustion	Death Ward Speak with Dead	Halt Undead Summon Undead III	Inflict Serious Wounds Vampiric Touch
4	Animate Dead Dispel Magic Giant Vermin Summon Undead IV	Bestow Curse Enervation Inflict Critical Wounds	Contagion Evard's Black Tentacles Phantasmal Killer	Death Ward Fear Poison
5	Blight Insect Plague Nightmare Undeath to Death	Cloudkill Lesser Planar Binding Oath of Blood Unhallow	Fire in the Blood Magic Jar Slay Living Waves of Fatigue	Greater Dispel Magic Mass Inflict Light Wounds Summon Undead V
6	Acid Fog Geas/Quest Planar Binding	Circle of Death Harm Waves of Exhaustion	Create Undead Mass Inflict Moderate Wounds	Eyebite Mass Inflict Moderate Wounds
7	Control Undead Mass Inflict Serious Wounds	Destruction Finger of Death Song of Discord	Greater Harm Vile Death	
8	Create Greater Undead Mass Inflict Critical Wounds	Horrid Wilting Symbol of Death		
9	Energy Drain Wail of the Banshee	Imprison Soul	Mass Harm Plague of Undead	

NEGATIVE ENERGY BURST

NEGATIVE ENERGY DAMAGE DN Level

d4 =

MENTAL BASTION

MENTAL BASTION BONUS

Bonus applies to resist sleep, stunning, paralysis, poison or disease.

NEGATIVE ENERGY RESISTANCE

RESISTANCE BONUS

Bonus applies to resist energy drain, ability drain or inflict spells.

ENERVATING TOUCH

NEGATIVE LEVELS PER DAY DN Level

= (: 12 to 16 → level ÷ 2 ; 17 to 20 → level)

Negative Levels Today

SCABROUS TOUCH

SCABROUS TOUCH PER DAY

UNDEAD MASTERY

STR AND DEX BONUS

HIT DIE BONUS

MAX ANIMATE UNDEAD TOTAL HIT DICE Caster Level

hd = (4 + CHA) ×

MAX CONTROL UNDEAD TOTAL HIT DICE Caster Level

hd = (2 + CHA) ×

INCARNATE

Incarnate Level

Level Bonus

Meldshaper Level

INCARNUM

ESSENTIA POOL

Base Essentia + Racial Bonus + Misc

$$\boxed{} = + + $$

ESSENTIA CAPACITY PER SOULMELD

Meldshaper Level Expanded Capacity + Misc

$$\boxed{} = \left(\div 6 \right) + + $$

(Round down)

From level 3: Capacity + 1 From level 15: Capacity + 2

Constitution Score

MAX SOULMELDS

$$\boxed{} = \text{The lower of: } \left\{ \begin{array}{l} \text{Soulmeld Allowance} \\ \text{Constitution Score} - 10 \end{array} \right.$$

INCARNUM RADIANCE

RADIANT USES PER DAY

Incarnate Level

$$\boxed{} = \left(+ 2 \right) \div 5 \quad (\text{Round down})$$

DURATION ROUNDS

$$\boxed{} = 3 + \text{CON} \quad (\text{Minimum } 1)$$

RADIANCE BONUS:

Incarnate Level

$$\boxed{} = \left(\div 5 \right) \times \text{Alignment Bonus} \quad (\text{Round down})$$

AC +1



Melee Attack +1

Speed +10 ft

Melee Damage +2

SOULMELDS

SOULMELD SHAPES PER DAY

CHAKRA BINDS

Incarnate Level

2

4

CHAKRAS

9

14

16

19

Invested Essentia

Soulmeld Save DC

Crown

Feet

Hands

Arms

Brow

Shoulders

Throat

Waist

Heart

Soul

1	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Properties																	
2	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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8	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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9	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Properties																	
10	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Properties																	
11	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Properties																	

Misc

$$\text{Soulmeld Save DC} = 10 + \text{Invested Essentia} + \text{WIS} + $$

MAGIC ITEMS

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

You cannot wear a magical item over a chakra with a bound soulmeld.

TOTEMIST

Totemist Level

Level Bonus

Meldshaper Level

INCARNUM

ESSENTIA POOL

Base Essentia + Racial Bonus + Misc

 = + +

ESSENTIA CAPACITY PER SOULMELD

Meldshaper Level Misc

 = (÷ 6) +

Essentia Capacity for soulmelds bound to the Totem Chakra is 1 higher; 2 higher from level 15 (Round down)

MAX SOULMELDS

 = The lower of: { Constitution Score - 10, Soulmeld Allowance }

SOULMELDS

SOULMELD SHAPES

PER DAY

CHAKRA BINDS

Totemist Level:

2

5

9

14

17

Invested Essentia

Soulmeld Save DC

Totem

Crown

Feet

Hands

Arms

Brow

Shoulders

Throat

Waist

Heart

1

Properties

2

Properties

3

Properties

4

Properties

5

Properties

6

Properties

7

Properties

8

Properties

9

Properties

Misc

Soulmeld Save DC = 10 + Invested Essentia + CON +

WANDS

CHARGES

#

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

CHARGES

#

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

CHARGES

#

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

CHARGES

#

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

CHARGES

#

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

SCROLLS

POTIONS

PSION

Manifester Level

Level Bonus

DISCIPLINE

- Clairsentience Metacreativity Psychokinesis
 Psychometabolism Psychoportation Telepathy

PSIONICS

POWER POINTS PER DAY

<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
		Base Points		Bonus Points		Racial		Misc

$$= INT \times \frac{\text{Manifester Level}}{2} \text{ (Round down)}$$
 Bonus Points Manifester Level
 = **INT** × _____ ÷ **2** (Round down)
 Power Points

POWER LEVELS

Power Level	Point Cost	Power Save DC	Discipline Power
1	1		
2	3		
3	5		
4	7		
5	9		
6	11		
7	13		
8	15		
9	17		

Power Save DC = 10 + INT + Power Level

PSICRYSTAL

Name

Personality

<input type="checkbox"/> Artiste	<input type="checkbox"/> Liar	<input type="checkbox"/> Resolved
<input type="checkbox"/> Bully	<input type="checkbox"/> Meticulous	<input type="checkbox"/> Sage
<input type="checkbox"/> Coward	<input type="checkbox"/> Nimble	<input type="checkbox"/> Single-minded
<input type="checkbox"/> Friendly	<input type="checkbox"/> Observant	<input type="checkbox"/> Sneaky
<input type="checkbox"/> Hero	<input type="checkbox"/> Poised	<input type="checkbox"/> Sympathetic
<input type="checkbox"/> _____	<input type="checkbox"/> _____	
<input type="checkbox"/> _____	<input type="checkbox"/> _____	

DORJES

CHARGES #

CHARGES #

CHARGES #

CHARGES #

KNOWN POWERS

POWERS KNOWN	MAX POWER LEVEL	MAX POINTS POWER COST	Manifester Level
<input type="text"/>	<input type="text"/>	<input type="text"/>	= _____

Power	Level	Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		
36		

POWER STONES

TATTOOS

	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

PSYCHIC WARRIOR

Manifester Level
 Level Bonus

PSIONICS

POWER POINTS PER DAY = **Base Points** + **Bonus Points** + **Racial** + **Misc**

Bonus Points

Manifester Level

$$= \text{WIS} \times \text{Manifester Level} \div 2$$
 (Round down)

Power Points

POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	
7	13	
8	15	
9	17	

Power Save DC = 10 + INT + Power Level

PSICRYSTAL

Name

Personality

<input type="checkbox"/> Artiste	<input type="checkbox"/> Liar	<input type="checkbox"/> Resolved
<input type="checkbox"/> Bully	<input type="checkbox"/> Meticulous	<input type="checkbox"/> Sage
<input type="checkbox"/> Coward	<input type="checkbox"/> Nimble	<input type="checkbox"/> Single-minded
<input type="checkbox"/> Friendly	<input type="checkbox"/> Observant	<input type="checkbox"/> Sneaky
<input type="checkbox"/> Hero	<input type="checkbox"/> Poised	<input type="checkbox"/> Sympathetic
<input type="checkbox"/> _____	<input type="checkbox"/> _____	
<input type="checkbox"/> _____	<input type="checkbox"/> _____	

DORJES

CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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KNOWN POWERS

POWERS KNOWN **MAX POWER LEVEL** **MAX POINTS POWER COST** = **Manifester Level**

Power	Level	Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		

POWER STONES

TATTOOS

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20

SOULKNIFE

Manifester Level

Level Bonus +

MIND BLADE ENHANCEMENT

MIND BLADE SPECIAL ABILITY POINTS

+

Special Ability	Point Cost
<input type="checkbox"/> Defending	1
<input type="checkbox"/> Keen	1
<input type="checkbox"/> Lucky	1
<input type="checkbox"/> Mighty Cleaving	1
<input type="checkbox"/> Psychokinetic	1
<input type="checkbox"/> Sundering	1
<input type="checkbox"/> Vicious	1
<input type="checkbox"/> Collision	2
<input type="checkbox"/> Mindcrusher	2
<input type="checkbox"/> Psychokinetic Burst	2
<input type="checkbox"/> Suppression	2
<input type="checkbox"/> Wounding	2
<input type="checkbox"/> Body Feeder	3
<input type="checkbox"/> Mind Feeder	3
<input type="checkbox"/> Soul Breaker	3
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

ANTI-PSIONICS

On entering an anti-psionic area, pass a Will Save (DC 20) to keep your mind blade active for this duration:

MIND BLADE DURATION Soulknife Level

rds =

PSYCHIC STRIKE

PSYCHIC STRIKE CAPACITY Soulknife Level

= $(\text{Level} + 1) \div 4$ (Round down)

DORJES

CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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MIND BLADE

Soulknife Level	Blade Shape	Mind Blade Penalty	Strength Multiplier	Small	Medium	Large
1	<input type="checkbox"/> Shortsword			1d4	1d6	1d8
	<input type="checkbox"/> Longsword			1d6	1d8	2d6
	<input type="checkbox"/> Bastard Sword		1½	1d8	1d10	2d8
5	<input type="checkbox"/> 2 × Shortsword	1		1d4	1d6	1d8
	<input type="checkbox"/>					
	<input type="checkbox"/>					

MIND BLADE BONUS Soulknife Level Penalty

= $(\text{Level} \div 4) - \text{Penalty}$

ATTACK BONUS Base Attack Bonus Mind Blade Bonus Strength Multiplier Misc

+ + $(\text{STR} \times \text{Multiplier}) + \text{Misc}$

DAMAGE ROLL Mind Blade Bonus Psychic Strike Charge

+

Range Type Attack Bonus Damage Critical

ft sq d + x

THROW MIND BLADE

ATTACK BONUS Base Attack Bonus Mind Blade Bonus Misc

+ + $\text{DEX} + \text{Misc}$

Default damage type **Slashing**
 Default critical range **19-20, × 2**
 Default range increment **30 ft / 6 sq.**

Range Type Attack Bonus Damage Critical

ft sq d + x

POWER STONES

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

TATTOOS

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20

WILDER

Manifestor Level
 Level Bonus +

PSIONICS

POWER POINTS PER DAY
 Base Points + Bonus Points + Racial + Misc =

Bonus Points

Manifestor Level

$$= \frac{\text{CHA} \times \text{Manifestor Level}}{2}$$
 (Round down)

Power Points used today

POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	<input type="text"/>
2	3	<input type="text"/>
3	5	<input type="text"/>
4	7	<input type="text"/>
5	9	<input type="text"/>
6	11	<input type="text"/>
7	13	<input type="text"/>
8	15	<input type="text"/>
9	17	<input type="text"/>

Power Save DC = 10 + CHA + Power Level

WILD SURGE

MANIFESTOR LEVEL MAX BONUS + Risk of Psychic Elevation % = Manifestor Level Bonus × 5%

From level 4:
Temp Attack Bonus

+

Temp Damage Bonus

+

Temp Saving Throw Bonus

+

Surging Euphoria Bonus

SURGING EUPHORIA DURATION
 rds = Manifestor Level Bonus

=

PSICRYSTAL

Name

Personality

- | | | |
|-----------------------------------|-------------------------------------|--|
| <input type="checkbox"/> Artiste | <input type="checkbox"/> Liar | <input type="checkbox"/> Resolved |
| <input type="checkbox"/> Bully | <input type="checkbox"/> Meticulous | <input type="checkbox"/> Sage |
| <input type="checkbox"/> Coward | <input type="checkbox"/> Nimble | <input type="checkbox"/> Single-minded |
| <input type="checkbox"/> Friendly | <input type="checkbox"/> Observant | <input type="checkbox"/> Sneaky |
| <input type="checkbox"/> Hero | <input type="checkbox"/> Poised | <input type="checkbox"/> Sympathetic |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | |

KNOWN POWERS

POWERS KNOWN **MAX POWER LEVEL** **POWER POINTS MAX COST** = Manifestor Level

Power	Level	Cost
1	_____	_____
2	_____	_____
3	_____	_____
4	_____	_____
5	_____	_____
6	_____	_____
7	_____	_____
8	_____	_____
9	_____	_____
10	_____	_____
11	_____	_____
12	_____	_____
13	_____	_____
14	_____	_____
15	_____	_____
16	_____	_____
17	_____	_____
18	_____	_____
19	_____	_____
20	_____	_____

ELUDE TOUCH

From level 2:
TOUCH AC BONUS

+ = CHA

VOLATILE MIND

From level 5:

POINT COST ADJUSTMENT + = $\frac{\text{Wilder Level} - 1}{5}$

POWER STONES

TATTOOS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

CRUSADER

Crusader
Level

MARTIAL ADEPT

MAX MANEUVRE LEVEL

MANEUVRES KNOWN

MANEUVRES READIED

STANCES KNOWN

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Attack Bonus

Damage
Pool

1 to 9 → 1
10 to 14 → 2
15 to 19 → 3
20 to 24 → 4
25 to 29 → 5
30+ → 6

Damage Bonus

ZEALOUS SURGE

From level 3:

Zealous Surge Used Today

SMITE

From level 6:

Smite Used Today

From level 18:

Smite Used Today

Attack Bonus

= **CHA**

Damage Bonus Crusader Level

=

MANEUVRES

INITIATOR LEVEL

Martial Adept
Class Levels

= 1 2 3 +

Martial Prestige
Class Levels

Other Class
Levels

+ (÷ 2)

(Round down)

Maneuvre

Type

Granted
Ready

Range

Area

Save DC

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

STANCES

Stance

Active

Range

Area

Save DC

1

2

3

4

5

6

7

SWORDSAGE

Swordsage
Level

MARTIAL ADEPT

MAX MANEUVRE LEVEL

MANEUVRES KNOWN

MANEUVRES READIED

STANCES KNOWN

DISCIPLINE FOCUS

Swordsage
Level

Discipline

1 Weapon Focus

4 Insightful Strike

8 Defensive Stance

12 Insightful Strike

16 Defensive Stance

QUICK TO ACT

INITIATIVE BONUS

Swordsage
Level

$$+ \text{ [] } = \left(\text{ [] } + 4 \right) \div 5 \quad (\text{Round down})$$

AC BONUS

ARMOUR CLASS BONUS

$$+ \text{ [] } = \text{WIS}$$

MANEUVRES

INITIATOR LEVEL

Martial Adept
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

$$= 1 \quad 2 \quad 3 \quad + \quad + \left(\quad \div 2 \right)$$

Maneuvre	Type	Ready	Used	Range	Area	Save DC
1		<input type="checkbox"/>	<input type="checkbox"/>			
2		<input type="checkbox"/>	<input type="checkbox"/>			
3		<input type="checkbox"/>	<input type="checkbox"/>			
4		<input type="checkbox"/>	<input type="checkbox"/>			
5		<input type="checkbox"/>	<input type="checkbox"/>			
6		<input type="checkbox"/>	<input type="checkbox"/>			
7		<input type="checkbox"/>	<input type="checkbox"/>			
8		<input type="checkbox"/>	<input type="checkbox"/>			
9		<input type="checkbox"/>	<input type="checkbox"/>			
10		<input type="checkbox"/>	<input type="checkbox"/>			
11		<input type="checkbox"/>	<input type="checkbox"/>			
12		<input type="checkbox"/>	<input type="checkbox"/>			
13		<input type="checkbox"/>	<input type="checkbox"/>			
14		<input type="checkbox"/>	<input type="checkbox"/>			
15		<input type="checkbox"/>	<input type="checkbox"/>			
16		<input type="checkbox"/>	<input type="checkbox"/>			
17		<input type="checkbox"/>	<input type="checkbox"/>			
18		<input type="checkbox"/>	<input type="checkbox"/>			
19		<input type="checkbox"/>	<input type="checkbox"/>			
20		<input type="checkbox"/>	<input type="checkbox"/>			
21		<input type="checkbox"/>	<input type="checkbox"/>			
22		<input type="checkbox"/>	<input type="checkbox"/>			
23		<input type="checkbox"/>	<input type="checkbox"/>			
24		<input type="checkbox"/>	<input type="checkbox"/>			
25		<input type="checkbox"/>	<input type="checkbox"/>			
26		<input type="checkbox"/>	<input type="checkbox"/>			
27		<input type="checkbox"/>	<input type="checkbox"/>			
28		<input type="checkbox"/>	<input type="checkbox"/>			
29		<input type="checkbox"/>	<input type="checkbox"/>			
30		<input type="checkbox"/>	<input type="checkbox"/>			

STANCES

Stance	Active	Range	Area	Save DC
1	<input type="checkbox"/>			
2	<input type="checkbox"/>			
3	<input type="checkbox"/>			
4	<input type="checkbox"/>			
5	<input type="checkbox"/>			
6	<input type="checkbox"/>			
7	<input type="checkbox"/>			
8	<input type="checkbox"/>			
9	<input type="checkbox"/>			
10	<input type="checkbox"/>			

WARBLADE

Warblade
Level

MARTIAL ADEPT

MAX MANEUVRE LEVEL

MANEUVRES KNOWN

MANEUVRES READIED

STANCES KNOWN

MANEUVRES

INITIATOR LEVEL

=

1

2

3

+

Martial Adept
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

+

(

÷

2)

Maneuvre	Type	Ready	Used	Range	Area	Save DC
1		<input type="checkbox"/>	<input type="checkbox"/>			
2		<input type="checkbox"/>	<input type="checkbox"/>			
3		<input type="checkbox"/>	<input type="checkbox"/>			
4		<input type="checkbox"/>	<input type="checkbox"/>			
5		<input type="checkbox"/>	<input type="checkbox"/>			
6		<input type="checkbox"/>	<input type="checkbox"/>			
7		<input type="checkbox"/>	<input type="checkbox"/>			
8		<input type="checkbox"/>	<input type="checkbox"/>			
9		<input type="checkbox"/>	<input type="checkbox"/>			
10		<input type="checkbox"/>	<input type="checkbox"/>			
11		<input type="checkbox"/>	<input type="checkbox"/>			
12		<input type="checkbox"/>	<input type="checkbox"/>			
13		<input type="checkbox"/>	<input type="checkbox"/>			
14		<input type="checkbox"/>	<input type="checkbox"/>			
15		<input type="checkbox"/>	<input type="checkbox"/>			
16		<input type="checkbox"/>	<input type="checkbox"/>			
17		<input type="checkbox"/>	<input type="checkbox"/>			
18		<input type="checkbox"/>	<input type="checkbox"/>			
19		<input type="checkbox"/>	<input type="checkbox"/>			
20		<input type="checkbox"/>	<input type="checkbox"/>			

STANCES

Stance	Active	Range	Area	Save DC
1	<input type="checkbox"/>			
2	<input type="checkbox"/>			
3	<input type="checkbox"/>			
4	<input type="checkbox"/>			
5	<input type="checkbox"/>			
6	<input type="checkbox"/>			
7	<input type="checkbox"/>			

Martial Adept
Class Level

MANEUVRES

MARTIAL ADEPT

MAX MANEUVRE LEVEL

MANEUVRES KNOWN

MANEUVRES READIED

STANCES KNOWN

**INITIATOR
LEVEL**

Martial Adept
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

= 1 2 3 + _____ + (_____ ÷ 2)

Maneuvre	Type	Ready	Used	Range	Area	Save DC
1		<input type="checkbox"/>	<input type="checkbox"/>			
2		<input type="checkbox"/>	<input type="checkbox"/>			
3		<input type="checkbox"/>	<input type="checkbox"/>			
4		<input type="checkbox"/>	<input type="checkbox"/>			
5		<input type="checkbox"/>	<input type="checkbox"/>			
6		<input type="checkbox"/>	<input type="checkbox"/>			
7		<input type="checkbox"/>	<input type="checkbox"/>			
8		<input type="checkbox"/>	<input type="checkbox"/>			
9		<input type="checkbox"/>	<input type="checkbox"/>			
10		<input type="checkbox"/>	<input type="checkbox"/>			
11		<input type="checkbox"/>	<input type="checkbox"/>			
12		<input type="checkbox"/>	<input type="checkbox"/>			
13		<input type="checkbox"/>	<input type="checkbox"/>			
14		<input type="checkbox"/>	<input type="checkbox"/>			
15		<input type="checkbox"/>	<input type="checkbox"/>			
16		<input type="checkbox"/>	<input type="checkbox"/>			
17		<input type="checkbox"/>	<input type="checkbox"/>			
18		<input type="checkbox"/>	<input type="checkbox"/>			
19		<input type="checkbox"/>	<input type="checkbox"/>			
20		<input type="checkbox"/>	<input type="checkbox"/>			

STANCES

Stance	Active	Range	Area	Save DC
1	<input type="checkbox"/>			
2	<input type="checkbox"/>			
3	<input type="checkbox"/>			
4	<input type="checkbox"/>			
5	<input type="checkbox"/>			
6	<input type="checkbox"/>			
7	<input type="checkbox"/>			



BINDER

Binder Prestige Class Levels

Binder Level
Effective Binder Level

Binder Level	Vestiges	Max Vestige Level	Augmentation Bonus Feat
1	1	1	
2			<input type="checkbox"/> Suppress Sign
3		2	
4			
5		3	
6			<input type="checkbox"/> Soul Guardian (immune to fear)
7		4	
8	2		
9			<input type="checkbox"/> Soul Guardian (slippery mind)
10		5	
11			
12		6	
13			<input type="checkbox"/> Soul Guardian (immune to energy drain and negative levels)
14	3		
15		7	
16			
17		8	
18			<input type="checkbox"/> Soul Guardian (mind blank)
19			
20	4		

SOUL BINDING

BINDING CHECK

Binder Level

= d20 + **CHA** +

Binding time: 1 minute

If rushed, take a -10 penalty

1	<input type="checkbox"/>	Good Bind	<input type="checkbox"/>	Bad Bind
2	<input type="checkbox"/>	Good Bind	<input type="checkbox"/>	Bad Bind
3	<input type="checkbox"/>	Good Bind	<input type="checkbox"/>	Bad Bind
4	<input type="checkbox"/>	Good Bind	<input type="checkbox"/>	Bad Bind

PACT AUGMENTATION

- | | |
|---|---|
| <input type="checkbox"/> +5 Hit Points | <input type="checkbox"/> +1 Saving Throws |
| <input type="checkbox"/> Energy resistance: 5 /acid | <input type="checkbox"/> Damage Reduction 1/- |
| <input type="checkbox"/> 5 /cold | <input type="checkbox"/> +1 Armour Class |
| <input type="checkbox"/> 5 /electricity | <input type="checkbox"/> +1 Attack Rolls |
| <input type="checkbox"/> 5 /fire | <input type="checkbox"/> +1 Damage |
| <input type="checkbox"/> 5 /sonic | <input type="checkbox"/> +1 Initiative |

BONUS FEATS

- Armour Proficiency (medium)
- Armour Proficiency (heavy)
- Defence Against The Supernatural
- Diligent
- Empower Supernatural Ability
- Enlarge Supernatural Ability
- Expel Vestige
- Extend Supernatural Ability
- Favoured Vestige
- Favoured Vestige Focus
- Rapid Recovery
- Ignore Special Requirements
- Improved Binding
- Investigator
- Martial Weapon Proficiency
- Negotiator
- Persuasive
- Rapid Pact Making
- Shield Proficiency
- Skilled Pact Making
- Sudden Ability Focus
- Supernatural Crusader
- Supernatural Opportunist
- Widen Supernatural Ability

VESTIGES

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

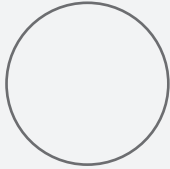
Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGES

VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

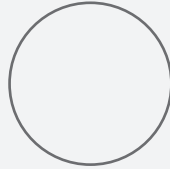
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

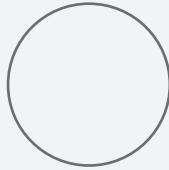
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

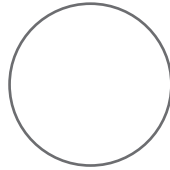
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

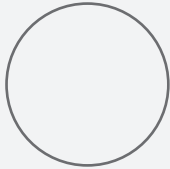
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

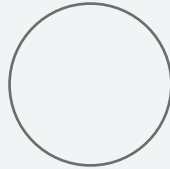
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

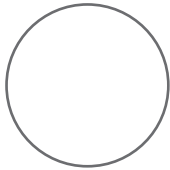
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

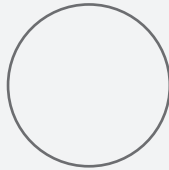
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

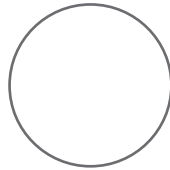
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

TRUENAMER

Truename Level

TRUENAMER

Utterances Known Lexicons			
True Namer Level	Evolving Mind	Crafted Tool	Perfected Map
1	1		<input type="checkbox"/> Know Personal Truename
2	2		<input type="checkbox"/> Knowledge Focus
3	3		
4	4	1	
5	5		
6	6		<input type="checkbox"/> Truename Research
7	7	2	<input type="checkbox"/> Knowledge Focus
8	8	1	<input type="checkbox"/> Bonus Recitation Feat
9	9		<input type="checkbox"/> See the Named 1/day
10	10		<input type="checkbox"/> Knowledge Focus
11	11	3	
12	12	2	
13	13		<input type="checkbox"/> Sending
14	14		<input type="checkbox"/> Knowledge Focus
15	15	4	<input type="checkbox"/> Bonus Recitation Feat
16	16	3	
17	17		<input type="checkbox"/> Speak unto the masses
18	18		
19	19	5	
20	20	4	<input type="checkbox"/> Say my name and I am there

TRUESPEAK

TRUESPEAK
SKILL DC

Target's CR,
Effective Level
or Hit Dice

Modifiers

$$\boxed{} = 15 + (2 \times \boxed{}) + $$

Pass a Truespeak skill check each time to use an utterance or recitation.

DC MODIFIERS

- Subsequent truespeak checks + 2
The same utterance on the same day
Failed utterances don't count
- Speaking a personal truename + 2
If successful, gain a +2 to utterance save DC and caster level check to overcome target's spell resistance
- Speaking your own truename ∅
Gain a +4 competence bonus to Truespeak check
- Utter defensively + 5
Prevents attacks of opportunity
Apply for each enemy in range
- Overcome spell resistance + 5
Voluntary
- Speak unto the masses + 2
For each additional target beyond the first

RECITATIONS

1
2
3
4
5

UTTERANCES

LEXICON OF THE EVOLVING MIND

Utterances Known

Max Level

Level

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	

LEXICON OF THE CRAFTED TOOL

Utterances Known

Max Level

Level

1	
2	
3	
4	
5	
6	
7	
8	
9	

LEXICON OF THE PERFECTED MAP

Utterances Known

Max Level

Level

1	
2	
3	
4	
5	
6	
7	
8	
9	

UTTERANCE
SAVE DC

Truename Level

Misc

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA} + $$

DC increases by +2 when using a personal truename

CLERIC

Class Level
 Caster Level

DEITY



SPELLS

Spell Save DC	Spells per day	= Base Spells + Bonus Spells
0	<input type="text"/>	WIS - 4 <input type="checkbox"/>
1	<input type="text"/>	WIS - 4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2	<input type="text"/>	WIS - 4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3	<input type="text"/>	WIS - 8 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4	<input type="text"/>	WIS - 8 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5	<input type="text"/>	WIS - 8 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6	<input type="text"/>	WIS - 12 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
7	<input type="text"/>	WIS - 12 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8	<input type="text"/>	WIS - 12 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
9	<input type="text"/>	WIS - 12 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

TURN / REBUKE UNDEAD

Good Cleric Turn, Halt, Rout and Destroy Undead
 Evil Cleric Rebuke, Halt, Awe, Control, Dispel Turning and Bolster Undead

URNS / REBUKES PER DAY Misc Today
 = 3 + CHA +

- TURNING CHECK**
 = d20 + CHA
- TO TURN CREATURE MAX HIT DICE**
 Cleric Level
 = (Turning Check ÷ 3) + - 4
- TO DESTROY CREATURE MAX HIT DICE**
 Cleric Level
 = ÷ 2 (Round down)
- CREATURES AFFECTED TOTAL HIT DICE**
 Cleric Level
 = 2d6 + CHA +

PREPARED SPELLS

<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	0	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Domain Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	1	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Domain Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Domain Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Domain Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Domain Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	5	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Domain Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	6	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Domain Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	7	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Domain Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	8	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Domain Spell	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	9	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>

CLERIC DOMAINS

Domain	Domain	Domain	Domain
Granted Power	Granted Power	Granted Power	Granted Power
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9



PALADIN

Paladin Level []
Caster Level []

DEITY



SPECIAL MOUNT
Name []
Mount Type []
Summaged Mount Today []

SPELLS

Table with columns: Spell Save DC, Spells per day, Base Spells, Bonus Spells WIS

Spell Save DC = 10 + WIS + Spell Level

TURN UNDEAD

Good Paladin [] Turn, Halt, Rout and Destroy Undead
Evil Paladin [] Rebuke, Halt, Awe, Control, Dispel Turning and Bolster Undead

Turns Per Day = 3 + CHA + []
Today []

1 TURNING CHECK

[] = d20 + CHA + [] Synergy

2 TO TURN CREATURE MAX HIT DICE

[] = (Turning Check / 3) + [] - 7

3 TO DESTROY CREATURE MAX HIT DICE

[] = ([] - 3) / 2 Round down

4 CREATURES AFFECTED TOTAL HIT DICE

[] = 2d6 + CHA + [] - 3

PREPARED SPELLS

Table with columns: Spell Level, Spell Name, Spell Level, Spell Name

SMITE EVIL

SMITINGS PER DAY [] Smitings Today []

SMITING ATTACK BONUS [] = [] + CHA

SMITING DAMAGE BONUS [] = [] + []

LAY ON HANDS

HEALING POINTS PER DAY [] hp = (CHA x []) + []

WANDS

Table with columns: WAND, CHARGES #, Charges grid

SCROLLS

Table with columns: SCROLL, Description

POTIONS

Table with columns: POTION, Description



Class Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells +	Bonus Spells
		0		
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		7		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		8		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		9		<input type="checkbox"/> <input type="checkbox"/>

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

KNOWN SPELLS

	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>



Class Level

SPELLS

Spell Save DC		Spells per day =	Base Spells +	Bonus Spells
	0			
	1			□ □ □ □
	2			□ □ □ □ □
	3			□ □ □ □ □
	4			□ □ □ □ □
	5			□ □ □ □
	6			□ □ □ □
	7			□ □ □ □
	8			□ □ □ □
	9			□ □

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

PREPARED SPELLS

□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	0	□ □ □
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□ □ □	1	□ □ □
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□ □ □	3	□ □ □
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□ □ □	4	□ □ □
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□ □ □	9	□ □ □
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CHARACTER BACKGROUND

Name _____

Origin _____

ORIGINS

Parents

FRIENDLY HOSTILE

Country / Region / Town

FRIENDLY HOSTILE

PORTRAIT

AFFILIATIONS

Religion

FRIENDLY HOSTILE

Employer

FRIENDLY HOSTILE

Current Country / Region / Town

FRIENDLY HOSTILE

Affiliation

FRIENDLY HOSTILE

Affiliation

FRIENDLY HOSTILE

APPEARANCE

Race MALE FEMALE

Age _____ Height _____ Weight _____

Eyes _____ Hair _____

Defining Features _____

Preferred Clothing _____

FRIENDS AND FOES

FRIENDLY HOSTILE

FRIENDLY HOSTILE

FRIENDLY HOSTILE

FRIENDLY HOSTILE

FRIENDLY HOSTILE

FRIENDLY HOSTILE

FRIENDLY HOSTILE

FRIENDLY HOSTILE

FRIENDLY HOSTILE

FRIENDLY HOSTILE

PERSONALITY

Motivations _____

Fears _____

Likes _____

Dislikes _____

Quirks _____

PARTY INVENTORY

Value Weight

PARTY FUNDS

Copper	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	cp
Silver	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	sp
Gold	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	gp
Platinum	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	pp
Total	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Cash	<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"/>
Inventory	<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"/>
Debts	<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"/>
Valuables	<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"/>
Other items	<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"/>
Total	<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"/>

QUEST ITEMS

Item	Attained	Carried by / given to
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
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<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>

CONTAINER

CONTAINER

Value Weight

Value Weight

Total Weight _____ lb
Max Weight _____ lb

Total Weight _____ lb
Max Weight _____ lb

NOTES

Total Weight _____ lb

SPELL BOOK

Level

Level

Level

School

Cost

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FAMILIAR

ANIMAL COMPANION

SUMMONED CREATURE

Creature Name

Age Creature Level Ranks Level Adjustment

Creature Type Subtype

Weight lb Effective Level Hit die

Size Size Modifier icons for Male and Female

Height d

XP SKILLS Ranks Racial, Feats

ABILITIES

Table with columns: Ability Score, Item Bonus, Ability Modifier, Temp Bonus. Rows for STR, CON, DEX, INT, WIS, CHA.

Ability Modifier = (Total Ability Score - 10) ÷ 2

EQUIPMENT

Blank lines for equipment entry

PORTRAIT

Large empty box for creature portrait

Skills table with columns: Skill Name, Ability, Ranks, Racial, Feats. Skills include Balance, Climb, Escape Artist, Hide, Jump, Listen, Move Silently, Search, Sense Motive, Spot, Survival, Swim.

FEATS

Blank lines for feat entry

ATTACKS

Attack entry form: Range, Attack Bonus, Damage, Critical

Attack entry form: Range, Attack Bonus, Damage, Critical

Attack entry form: Range, Attack Bonus, Damage, Critical

Attack entry form: Range, Attack Bonus, Damage, Critical

HEALTH

HIT POINTS: Wounds, Dying, Stable, Non-lethal, Unconscious

SAVES

Fortitude Save, Reflex Save, Will Save formulas

INITIATIVE

INITIATIVE BONUS: INIT = DEX +

SPEED

BASIC SPEED, Swim Speed, Fly Speed

BASE ATTACK

BASE ATTACK, Temp Attack, Temp Damage

Blank lines for base attack

GRAPPLE

GRAPPLE BONUS: Base Attack + STR + x 4 +

ARMOUR CLASS

ARMOUR CLASS formulas: AC = 10 + DEX + ...

EFFECTS

Blank lines for effects with progress indicators

SPECIAL ABILITIES

Blank lines for special abilities

NPC Character Name



Race _____ Class _____ Level _____

Allegiance _____ Size _____

Size Modifier M S L XL

Gender MALE FEMALE

ABILITIES

Ability Score	Item Bonus	Ability Modifier	Temp Bonus
STR		STR	
CON		CON	
DEX		DEX	
INT		INT	
WIS		WIS	
CHA		CHA	

Ability Modifier = (Total Ability Score - 10) ÷ 2

EQUIPMENT

Properties _____

Properties _____

Properties _____

Properties _____

Properties _____

SKILLS

Skill	Rank	Racial, Feats
Balance	<input type="text"/>	DEX
Climb	<input type="text"/>	STR
Escape Artist	<input type="text"/>	DEX
Hide	<input type="text"/>	DEX
Jump	<input type="text"/>	STR
Listen	<input type="text"/>	WIS
Move Silently	<input type="text"/>	DEX
Search	<input type="text"/>	INT
Sense Motive	<input type="text"/>	WIS
Spot	<input type="text"/>	WIS
Survival	<input type="text"/>	WIS
Swim	<input type="text"/>	STR

INVENTORY

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

hp hp hp

COMBAT

BASE ATTACK Temp Attack Temp Damage

+ +

INITIATIVE BONUS

INIT = DEX +

SPEED

ft sq

Temp Speed ft sq

GRAPPLE BONUS

= Base Attack + STR + +

SAVING THROWS

FORTITUDE SAVE

FORT = CON + + +

REFLEX SAVE

REF = DEX + + +

WILL SAVE

WILL = WIS + + +

Evasion

EFFECTS

ATTACKS

Range _____ Attack Bonus _____ Damage _____ Critical _____

ft sq

Range _____ Attack Bonus _____ Damage _____ Critical _____

ft sq

Range _____ Attack Bonus _____ Damage _____ Critical _____

ft sq

Range _____ Attack Bonus _____ Damage _____ Critical _____

ft sq

DEFENCE

ARMOUR CLASS

AC = 10 + DEX + - +

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + - +

TOUCH ARMOUR CLASS

AC = 10 + DEX / - +

Temp AC Spell Resistance Damage Reduction

AC _____ / _____

COMBAT ABILITIES

TIMELINE

Campaign

Era

Page

of

