

*Dyslexic Studeos present
a surprisingly complete set of*

CHARACTER SHEETS



for Dungeons & Dragons 3.5

CONTENTS

Introduction.....	3
-------------------	---

CORE PAGES

Basic	13
Extended.....	15
Psionic	19
Generic	22

CLASSES

Player's Handbook

Barbarian	23
Bard.....	25
Cleric.....	26
Druid	27
Monk.....	29
Paladin	30
Ranger.....	31
Sorcerer.....	32
Wizard	34

Player's Handbook 2

Beguiler.....	36
Dragon Shaman	37
Duskblade.....	38

Complete Adventurer

Ninja	39
Spellthief	40

Complete Arcane

Warlock	41
Warmage	42
Wu Jen	43

Complete Divine

Favoured Soul.....	44
Shugenja.....	45
Spirit Shaman.....	46

Complete Psionic

Ardent.....	47
Divine Mind	48
Lurk.....	49

Complete Warrior

Hexblade.....	50
---------------	----

Dragon Compendium

Battle Dancer	51
Death Master	52
Jester.....	53
Mountebank.....	54
Savant.....	55
Sha'ir.....	56
Urban Druid.....	57

Dragon Magic

Dragonfire Adept.....	58
-----------------------	----

Dungeonscape

Factotum.....	59
---------------	----

Eberron Campaign Setting

Artificer.....	60
----------------	----

Heroes of Horror

Archivist.....	61
Dread Necromancer.....	62

Magic of Incarnum

Incarnate	63
Soulborn.....	64
Totemist	65

Psionics Handbook

Psion.....	66
Psychic Warrior	67
Soulknife.....	68
Wilder.....	69

Tome of Battle

Crusader.....	70
Swordsage.....	71
Warblade	72
Blank Tome of Battle	73

Tome of Magic

Binder.....	74
Shadowcaster	76
Truenamer	77

Generic

Extended Classes	78
Blank Spellcasters	80

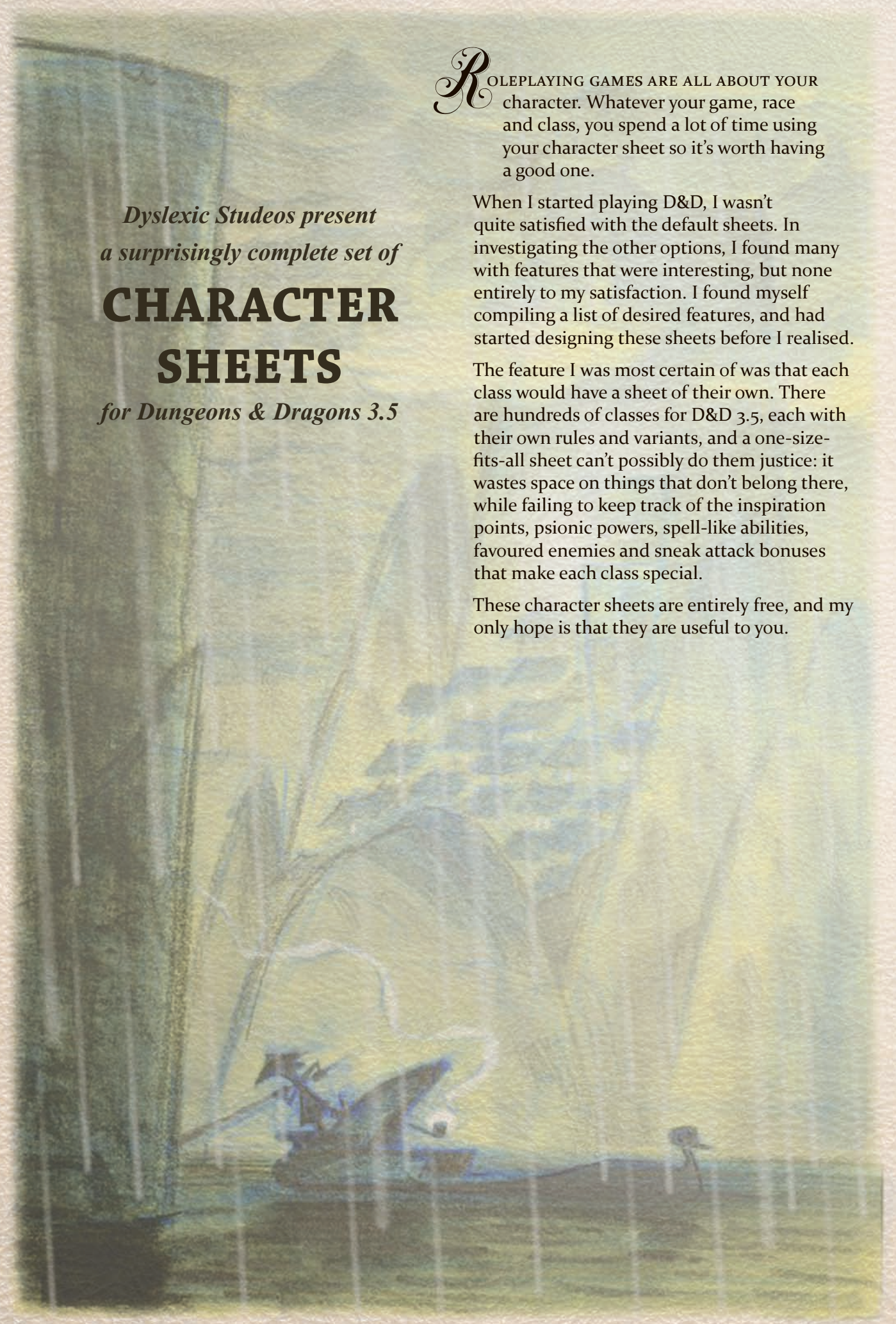
SUPPORT PAGES

Character Background.....	83
Party Funds.....	84
Spell Book.....	85
Familiar / Animal Companion / Summoned Creature	88
Psicrystal	89

DUNGEON MASTER

NPC.....	90
Party Summary.....	91
NPC Group.....	92
Timelines	93
Maps.....	97





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a surprisingly complete set of*

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.

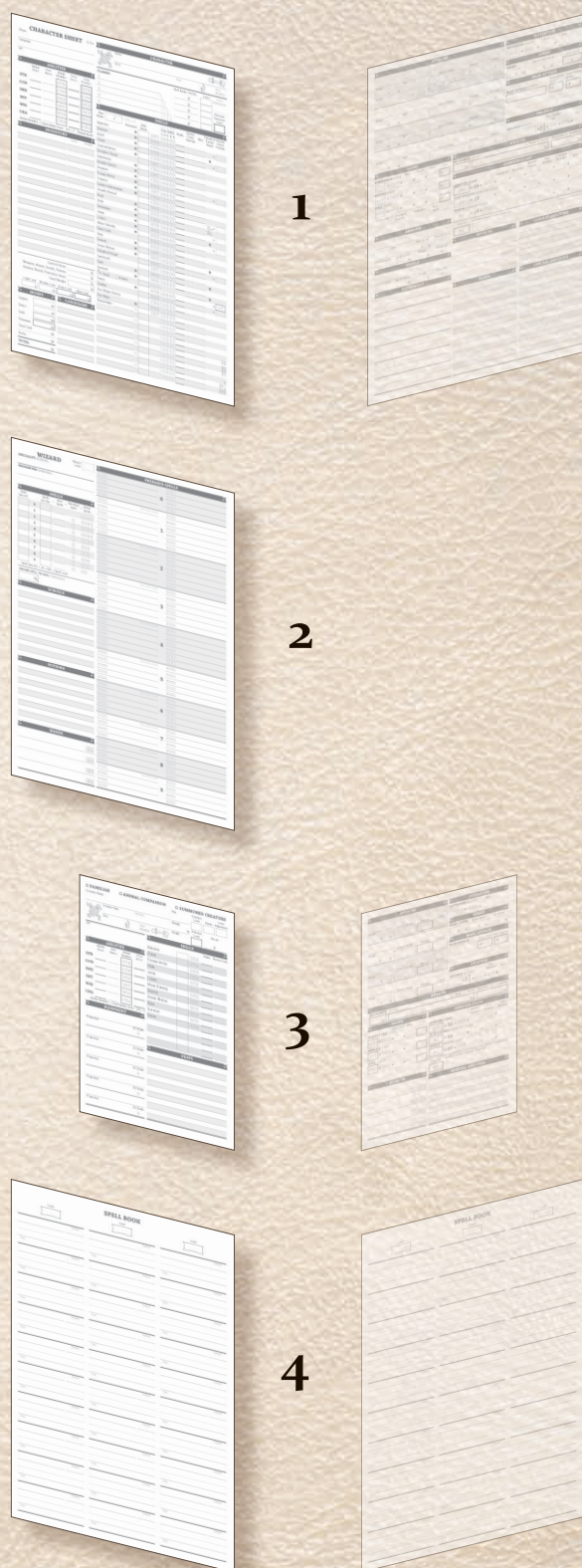
Support pages

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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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

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR	8		S-7		STR
CON	14		C+2		CON
DEX	14		D+2		DEX
INT	12		I+1		INT
WIS	16		W+3		WIS
CHA	8		C-1		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

LANGUAGES

Common
Gnome
Druidic
Orc

CHARACTER

Name

Jonas Patrick Forsyth

Race

Gnome

Size
Small

Gender
Male
Size Modifier
-1

CLASSES

1 Druid

2

3

4

5

Skill Ranks	Hit Die	Level	Level Adjustment
4	d 8	5	0
	d		Effective Character Level
	d		5
	d		

SKILLS

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

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

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 alchemical 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

EXAMPLE
Gnome Druid 5

ATTACKS				
Masterwork Longbow (small)				
Range	Type	Attack Bonus	Damage	Critical
100 ft 20 sq	Piercing	+6	d 6	x 3
Ammo			Special Ammo	
Arrows 40				

ATTACKS				
Masterwork Quarterstaff (small)				
Range	Type	Attack Bonus	Damage	Critical
	Bludgeoning	+3 / +3	d 4	x 2
Range	Type	Attack Bonus	Damage	Critical
			d	x

ATTACKS				
Range	Type	Attack Bonus	Damage	Critical
			d	x
Range	Type	Attack Bonus	Damage	Critical
			d	x
Ammo	#		Special Ammo	#
Ammo	#		Special Ammo	#

SAVES				
FORTITUDE SAVE	Base	Racial	Misc	Temp
FC6T	= C2N	+ 4	+	+
REFLEX SAVE				
R3F	= D2X	+ 1	+	+
WILL SAVE				
W7L	= W3S	+ 4	+	+
☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense				
+2 /illusions				

EFFECTS



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				

METAMAGIC		COMBAT ABILITIES	

EXAMPLE
Gnome Druid 5

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

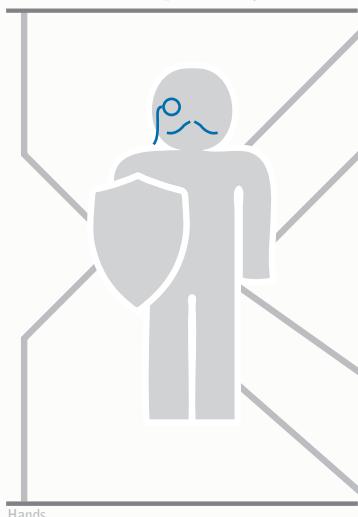
Many thanks to
crazyred for the
doodles.

[illegible]

	Carried Items	lb
Light Load	Weapons, Ammo	20 lb
lb	Armour, Shield	lb
Medium Load	Worn Items	lb
lb	Scrolls, Potions,	
Heavy Load	Wands, Components	lb
lb	Coins	lb
Max Load	Total Weight	lb
lb		

Studded Leather Armour			
Properties			
Type		Max Speed	Max AC DEX
Light		20 ft 4 sq	+5
Check Penalty	Weight	Spell Failure	Armour AC
-1	20 lb	15 %	+3

Properties				
Check Penalty	Weight	Spell Failure	Shield AC	
	lb	%	AC	



Hands

Properties

Ring of Protection +2
Properties
+2 deflection bonus to AC

Ring

Properties

Copper	19	cp
Silver	276	sp
Gold	3348	gp
Platinum	62	pp
Total	3995	79

50 coins weighs 1lb coins

Debts | | | | | | | |)

	Valuables	Commodities	Waste
1	0	0	0
2	0	0	0
3	0	0	0
4	0	0	0
5	0	0	0
6	0	0	0
7	0	0	0
8	0	0	0
9	0	0	0
10	0	0	0
11	0	0	0
12	0	0	0
13	0	0	0
14	0	0	0
15	0	0	0
16	0	0	0
17	0	0	0
18	0	0	0
19	0	0	0
20	0	0	0
21	0	0	0
22	0	0	0
23	0	0	0
24	0	0	0
25	0	0	0
26	0	0	0
27	0	0	0
28	0	0	0
29	0	0	0
30	0	0	0
31	0	0	0
32	0	0	0
33	0	0	0
34	0	0	0
35	0	0	0
36	0	0	0
37	0	0	0
38	0	0	0
39	0	0	0
40	0	0	0
41	0	0	0
42	0	0	0
43	0	0	0
44	0	0	0
45	0	0	0
46	0	0	0
47	0	0	0
48	0	0	0
49	0	0	0
50	0	0	0
51	0	0	0
52	0	0	0
53	0	0	0
54	0	0	0
55	0	0	0
56	0	0	0
57	0	0	0
58	0	0	0
59	0	0	0
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61	0	0	0
62	0	0	0
63	0	0	0
64	0	0	0
65	0	0	0
66	0	0	0
67	0	0	0
68	0	0	0
69	0	0	0
70	0	0	0
71	0	0	0
72	0	0	0
73	0	0	0
74	0	0	0
75	0	0	0
76	0	0	0
77	0	0	0
78	0	0	0
79	0	0	0
80	0	0	0
81	0	0	0
82	0	0	0
83	0	0	0
84	0	0	0
85	0	0	0
86	0	0	0
87	0	0	0
88	0	0	0
89	0	0	0
90	0	0	0
91	0	0	0
92	0	0	0
93	0	0	0
94	0	0	0
95	0	0	0
96	0	0	0
97	0	0	0
98	0	0	0
99	0	0	0
100	0	0	0

[illegible]

Head

Properties

Face

Properties

Neck / Throat
Amulet of Retributive Healing
Properties
*When healing someone, also receive
healing effects myself*

Shoulders	
Properties	

Arms / Wrists

Body
Properties

Torso

Properties

Waist

Properties

Feet

Properties

Letter to the King of Argor

King of Argor's Signet Ring

Since there are slots for wands, scrolls and potions on the druid's sheet, we'll use the version of the inventory sheet without these.

(It has room
for more loot
instead!)

Also, consider using a party funds sheet to keep your shared spoils.

The money fields are lined up to make adding up easier:

- 10 copper = 1 silver
- 10 silver = 1 gold
- 10 gold = 1 platinum

EXAMPLE
Gnome Druid 5

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.

FAMILIAR		ANIMAL COMPANION		SUMMONED CREATURE			
Creature Name		Age		Creature Level		Ranks	Level Adjustment
Sugarmuffin		9		[]		[]	[]
Creature Type		Subtype		Weight		Effective Level	
War Pony		(Highland)		450 lb		Hit die	
Size		Size Modifier		Height		[]	
Medium		[]		11 hands		5 4 d 8	

XP

SKILLS

Ranks Racial, Feats

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus
STR	16		+3	
CON	14		+2	
DEX	14		+2	
INT	2		-4	
WIS	11		+0	
CHA	4		-3	

EQUIPMENT

Ranks Racial, Feats

	2	D2X		
Balance	2	D2X		
Climb	3	STR		
Escape Artist	2	D2X		
Hide	2	D2X		
Jump	2	STR		
Listen	5	WOS		5
Move Silently	2	D2X		
Search	5	INT		
Sense Motive	0	WOS		
Spot	5	WOS		5
Survival	0	WOS		
Track  Trained		SURVIVAL		
Swim	3	STR		

Endurance

Evasion

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

Range		Attack Bonus	Damage	Critical
ft	sq			

Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

26 hp 22 21 15 hp hp

	Base	Save	Misc	Temp
--	------	------	------	------

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

REFLEX SAVE
R4F = **D1X** + 3 +

WILL SAVE
W0L = **W0S** + +

Endurance, Evasion

INITIATIVE BONUS Misc

INT +2 = **DEX** +

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

BASE ATTACK	Temp Attack	Temp Damage
+7	+	+

GRAPPLE BONUS

	Size	Modifier	Misc
+4	= Base	+3	+0

ARMOUR CLASS	Natural Armour	Size Modifier	Misc Modifier
--------------	-------------------	------------------	------------------

ARMOUR CLASS	Formula	Weight	Material
15	$10 + DEX + 4 - \text{---} + \text{---}$		
FLAT-FOOTED ARMOUR CLASS			
14	$10 / + 4 - \text{---} + \text{---}$		
TOUCH ARMOUR CLASS			
17	$10 + DEX / - \text{---} + \text{---}$		

Temp AC Spell Resistance Damage Reduction

Low light vision

Scent

Link

Share Spells

Bonus tricks: Work, Track

Print as many copies of the Wild Shape page as you need.

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.

Don't forget the size modifier.

WILD SHAPE

Druid Level 5

Creature Type
Wolf
Size Size Modifier

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 = **D2X** +

SPEED Temp Speed

GRAPPLE BONUS
4 = Base Attack + **S7R** + **x 4** +

SAVES

FORTITUDE SAVE Base Misc Temp
6 = **CON** + **4** +

REFLEX SAVE
R3F = **D2X** + **7** +

PORTRAIT



ATTACKS

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

Trip Hit with bite, then trip as a free action, no attack of opportunity
Range ft sq Attack Bonus **+1 to trip** Damage Critical

Range ft sq Attack Bonus Damage Critical

ARMOUR CLASS

Range ft sq Attack Bonus Damage Critical

ARMOUR CLASS

14 = **10** + **D2X** + **2** - +

FLAT-FOOTED ARMOUR CLASS

12 = **10** / + **2** - +

TOUCH ARMOUR CLASS

12 = **10** + **D2X** / - +

Temp AC Spell Resistance Damage Reduction
AC /

SPECIAL ABILITIES

Low-light vision
Scent
Track (+4)

WILD SHAPE

Druid Level 5

Creature Type
Brown Bear
Size Size Modifier **+1**

ABILITIES				
	Ability Score	Item Bonus	Temp Bonus	Ability Modifier
STR	27			+8
CON	19			+4
DEX	13			+1

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

COMBAT

INITIATIVE BONUS Misc Initiative
INT = **D2X** +

SPEED Temp Speed

GRAPPLE BONUS
17 = Base Attack + **S8R** + **x 4** +

SAVES

FORTITUDE SAVE Base Misc Temp
8 = **CON** + **4** +

REFLEX SAVE
R2F = **D2X** + **7** +

PORTRAIT



ATTACKS

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

Improved Grab Hit with claws, then start grappling as a free action
Range ft sq Attack Bonus Damage Critical

Range ft sq Attack Bonus Damage Critical

ARMOUR CLASS

Range ft sq Attack Bonus Damage Critical

ARMOUR CLASS

15 = **10** + **D2X** + **5** - **1** +

FLAT-FOOTED ARMOUR CLASS

14 = **10** / + **5** - **1** +

TOUCH ARMOUR CLASS

10 = **10** + **D2X** / - **1** +

Temp AC Spell Resistance Damage Reduction
AC /

SPECIAL ABILITIES

Low-light vision
Scent
Endurance
Run
Track
+4 Swim

Don't forget your animal form's special abilities, but remember they might not all apply to you.

3.5e

Campaign

XP

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	Medium Load	Heavy Load	Max Load
lb	lb	lb	lb

MONEY

$\left. \begin{array}{|c|} \hline | \\ \hline \end{array} \right\} \text{cp}$
 $\left. \begin{array}{|c|} \hline | \\ \hline \end{array} \right\} \text{sp}$
 $\left. \begin{array}{|c|} \hline | \\ \hline \end{array} \right\} \text{gp}$
 $\left. \begin{array}{|c|} \hline | \\ \hline \end{array} \right\} \text{pp}$

LANGUAGES

CHARACTER

Race

Size

Size

Size
Modifier

CLASSES

- 1
- 2
- 3
- 4
- 5

Skill Ranks	Hit Die	Level	Level Adjustment
_____	d		_____
_____	d		_____
_____	d		Effective Character Level
_____	d		
_____	d		

SKILLS

Max Ranks $\frac{\text{ECL} + 3}{\text{Untrained}}$

[illegible]

Other skills:
Craft - INT
Perform - CHA

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d	x

SAVES					
FORTITUDE SAVE		Base	Racial	Misc	Temp
FORT	= CON +	_____ +	_____ +	_____ +	+
REFLEX SAVE					
REF	= DEX +	_____ +	_____ +	_____ +	+
WILL SAVE					
WILL	= WIS +	_____ +	_____ +	_____ +	+
☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense _____					

ARMOUR

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

SHIELD

Check Penalty	Spell Failure	Weight	Shield AC
	+	%	lb

EQUIPMENT

Head
Properties
Throat
Properties
Body
Properties
Arms
Properties
Hands
Properties
Ring
Properties

INITIATIVE				
INITIATIVE BONUS		Feats	Misc	
INIT	= DEX	+	+	

SPEED			
SPEED		Speed with Armour	Temp Speed
ft	sq	ft	sq

BASE ATTACK		
BASE ATTACK BONUS	Temp Attack Bonus	Temp Damage Bonus
	+	+

GRAPPLE

Size Modifier
× 4

Misc

GRAPPLE BONUS

= Base Attack

+

× 4

+

STR

+

HEALTH		
HIT POINTS	Wounds	☐ Dying ☐ Stable Non-lethal ☐ Unconscious
hp	hp	hp

ARMOUR CLASS									
ARMOUR CLASS		Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc		
AC	= 10 + DEX	+	+	-	+	+			
FLAT-FOOTED ARMOUR CLASS									
AC	= 10	+	+	-	+	+			
TOUCH ARMOUR CLASS									
AC	= 10 + DEX	/	/	/	-	+	+		

Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
AC			

EFFECTS		COMBAT ABILITIES	

FEATS SPECIAL ABILITIES

[illegible]

CHARACTER SHEET 3.5e

Player

Campaign

XP

CHARACTER

Name

Race

Size

MALE ☐ FEMALE ☐



Size Modifier

CLASSES

Skill Ranks

Hit Die

Level

Level Adjustment

1

2

3

4

5

d

d

d

d

d

Effective Character Level

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

SKILLS

Max Ranks

/ = ECL + 3

Untrained

Skill Bonus

Class Skills

1 2 3 4 5

Ranks

Racial, Feats, Synergy

Misc

Favoured Enemy Bonus

Armour Check Penalty

Appraise

INT

Balance

DEX

Bluff

CHA

Climb

STR

Concentration

CON

Decipher Script

INT

Diplomacy

CHA

Disable Device

INT

Disguise

CHA

Escape Artist

DEX

Forgery

INT

Gather Information

CHA

Handle Animal

CHA

Heal

WIS

Hide

DEX

Intimidate

CHA

Jump

STR

Listen

WIS

Move Silently

DEX

Open Lock

DEX

Ride

DEX

Search

INT

Sense Motive

WIS

Sleight of Hand

DEX

Spellcraft

INT

Spot

WIS

Survival

WIS

Track

☐ Trained

SURVIVAL

Swim

STR

Tumble

DEX

Use Magic Device

CHA

Use Rope

DEX

Knowledge:

INT

LANGUAGES

Knowledge - INT
Craft - INT
Perform - WIS

Other skills:
Craft - INT
Perform - WIS

ATTACKS

Range

Type

Attack Bonus

Damage

Critical

ft

sq

d

×

Ammo

#

Special Ammo

#

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d	×

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d	x

[illegible]

SAVES

REFLEX SAVE

REF = **DEX** + + + **+**

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

□ □ □ □ □ □
□ □ □ □ □ □

INITIATIVE

SPEED

BASE ATTACK

Temp Damage Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
+	=	+	-	+

GRAPPLE

GRAPPLE BONUS Size Modifier
× 4 Misc

$$\boxed{} = \text{Base Attack} + \times 4 + \text{STR} +$$

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp	hp	hp
----	----	----

ARMOUR CLASS

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + + - + +

$$\boxed{AC} = 10 + \boxed{DEX} \quad / \quad / \quad / \quad - \quad + \quad +$$

Temp AC	Spell Resistance	Conditional Modifiers
AC		
Damage Reduction		

METAMAGIC

[illegible]

COMBAT ABILITIES

[illegible]

[illegible]

Light Load	Carried Items	lb
Medium Load	Weapons, Ammo	lb
Heavy Load	Armour, Shield	lb
	Worn Items	lb
	Scrolls, Potions,	
Max Load	Wands, Components	lb
	Total Weight	lb

MONEY

Copper		cp
Silver		sp
Gold		gp
Platinum		pp
Total		

WANDS

[illegible]

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	

SCROLLS

POTIONS

EQUIPMENT

[illegible]

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

Head

Properties				
Check	Penalty	Weight	Spell Failure	Shield AC
		lb	%	AC

A stylized illustration of a person holding a shield, symbolizing protection or defense. The figure is composed of simple geometric shapes: a circle for the head, a rounded rectangle for the torso, and two vertical lines for the legs. The person is holding a shield in their right arm. The entire figure is rendered in a light gray color. The background is white with a faint, light gray grid pattern.Hands

Properties

Ring

Properties

Ring

Properties

Properties

Face

Properties

Neck / Throat

Properties

Shoulders

Properties

Arms / Wrists

Properties

Body

Properties

Torso

Properties

Waist

Properties

Feet

Properties

Properties

VALUABLE ITEMS

Copper $\left(\begin{array}{c} | | | | | \\ | | | | | \end{array} \right)_{cp}$

Silver $5s^1 4d^10$ sp

Gold | | | | |) gp

Platinum | | | | | | | pp

Total 

50 coins weighs 1lb	coins
---------------------	-------

Debts | | | | | | | |

Valuables	!	!	!	!	!	!	!
-----------	---	---	---	---	---	---	---

Other items | | | | | | |

Total 

Value

Carried Items	lb
Weapons, Ammo	lb
Armour, Shield	lb
Worn Items	lb
Scrolls, Potions, Wands, Components	lb
Coins	lb
Total Weight	lb

Light Load

Medium Load

Heavy Load

Max Load

ATTACKS

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x
Ammo	#		Special Ammo	#

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d	x

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x

Ammo #    | Special Ammo #  

SAVES

REFLEX SAVE

REF = **DEX** + + + **+**

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

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INITIATIVE

SPEED

BASE ATTACK

Temp Damage Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
+	=	+	-	+

GRAPPLE

GRAPPLE BONUS Size Modifier Misc

$\text{= Base Attack} + \text{x4} + \text{STR} +$

HEALTH

HIT POINTS

Wounds

☐ Dying
 ☐ Stable

☐ Non-lethal
 ☐ Unconscious

hp

hp

hp

ARMOUR CLASS

ARMOUR CLASS	Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc
AC	= 10 + DEX	+ _____	+ _____	- _____	+ _____	+ _____

FLAT-FOOTED ARMOUR CLASS

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

TOUCH ARMOUR CLASS

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

METAPSIONICS

[illegible]

COMBAT ABILITIES

[illegible]

[illegible]

Light Load	Carried Items	lb
	Weapons, Ammo	lb
Medium Load	Armour, Shield	lb
	Worn Items	lb
Heavy Load	Scrolls, Potions, Wands, Components	lb
	Total Weight	lb
Max Load		

MONEY

Copper		cp
Silver		sp
Gold		gp
Platinum		pp
Total		

WANDS

[illegible]

ARMOUR

Properties

Type	Max Speed	Max AC
	ft sq	
Check Penalty	Weight	Spell Failure
	lb	%
AC		

SHIELD

Properties

Check Penalty	Weight	Spell Failure	Shield AC
	lb	%	AC

POWER STONES

[illegible]

EQUIPMENT	
Head	
Properties	
Face	
Properties	
Neck / Throat	
Properties	
Shoulders	
Properties	
Arms / Wrists	
Properties	
Body	
Properties	
Torso	
Properties	
Waist	
Properties	

TATTOOS

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

ATTACKS											
Range		Type	Attack Bonus			Damage		Critical			
	ft	squ				d	x				
Ammo	#	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		Special Ammo		#	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐				

Ammo # Special Ammo #

INITIATIVE			
INITIATIVE BONUS		Feats	Misc
INIT	= DEX + _____	+ _____	
SPEED			
SPEED		Speed with Armour	Temp Speed
ft sq		ft sq	ft sq

SPEED

ft sq

+ 10 to speed unless wearing heavy armour

Speed with Armour

ft sq

Temp Speed

ft sq

Swim Speed

ft sq

Fly Speed

ft sq

BASE ATTACK BONUS	MELEE ATTACK		RANGED ATTACK	
Temp Attack Bonus	Bufs	Nerfs	RAGE!	Fatigued
	=	-		
Temp Damage Bonus	Bufs	Nerfs	RAGE!	Fatigued
	=	-		

$$\text{GRAPPLE BONUS} = \text{Base Attack} + \text{Size Modifier} \times 4 + \text{STR} + \text{Misc}$$

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

hp	hp	hp	+ hp
----	----	----	-------------

ARMOUR CLASS		Armour AC	Shield AC	Armour	Modifier	Modifier	Misc
AC	= 10 + DEX +	+	+	-	+	+	
FLAT-FOOTED ARMOUR CLASS							
AC	= 10 / +	+	+	-	+	+	

AC	= 10 + DEX	/	/	/	-	+	+	
Temp AC Spell Resistance ☐ Uncanny Dodge ☐ Improved Uncanny Dodge Conditional Modifiers								
AC								
-2	RAGE! AC Penalty							
Damage Reduction								

FORTITUDE SAVE		Base	Misc	Temp	RAGE!
FORT	= CON +			+	+
REFLEX SAVE					Fatigued
REF	= DEX +			+	-
WILL SAVE					RAGE!
WILL	= WIS +			+	+

☐ Evasion
 ☐ Improved Evasion
 ☐ Trap Sense

☐ Endurance
 ☐ Indomitable Will

[illegible][illegible]

SPECIAL ABILITIES

RAGE!

POTIONS

WILD SHAPE

Druid Level

Creature Type

Size

Size Modifier

ABILITIES

	Ability Score	Item Bonus	Temp Bonus	Ability Modifier
STR				STR
CON				CON
DEX				DEX

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

COMBAT

INITIATIVE BONUS

Misc

Initiative

INIT = DEX +

SPEED

ft

sq

Temp Speed

ft

sq

GRAPPLE BONUS

= Base Attack

+ STR

+ x 4

+ Size Modifier x4

+ Misc

SAVES

FORTITUDE SAVE

FORT = CON +

Base

Misc

Temp

+

REFLEX SAVE

REF = DEX +

Base

Misc

Temp

+

PORTRAIT

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			

ARMOUR CLASS

ARMOUR CLASS

AC = 10 + DEX +

Natural Armour

Size Modifier

Misc Modifier

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				STR
CON				CON
DEX				DEX

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

COMBAT

INITIATIVE BONUS

Misc

Initiative

INIT = DEX +

SPEED

ft

sq

Temp Speed

ft

sq

GRAPPLE BONUS

= Base Attack

+ STR

+ x 4

+ Size Modifier x4

+ Misc

SAVES

FORTITUDE SAVE

FORT = CON +

Base

Misc

Temp

+

REFLEX SAVE

REF = DEX +

Base

Misc

Temp

+

PORTRAIT

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			

ARMOUR CLASS

ARMOUR CLASS

AC = 10 + DEX +

Natural Armour

Size Modifier

Misc Modifier

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 =

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

RANGER

Ranger
Level

Level
Bonus

+

Ranger
Level

÷ 2 =

Caster
Level

FAVoured ENEMIES

FAVoured ENEMY

Favoured Enemy Bonus

2 4 6 8 10 12

■

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PREPARED SPELLS

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WILD EMPATHY

WILD EMPATHY BONUS

Ranger Level

Misc

=

CHA

+

+

SPELLS

From Level 4

Spell
Save DC

Spells
per day

=

Base
Spells

+

Bonus Spells
WIS

1

☐ ☐ ☐ ☐ ☐ ☐

2

☐ ☐ ☐ ☐ ☐ ☐

3

☐ ☐ ☐ ☐ ☐ ☐

4

☐ ☐ ☐ ☐ ☐ ☐

Spell Save DC = 10 + WIS + Spell Level

WANDS

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARGES

#

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CHARGES

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CHARGES

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CHARGES

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SCROLLS

POTIONS

SORCERER

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

%

SCROLLS

POTIONS

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

KNOWN SPELLS

0

1

2

3

4

5

6

7

8

9

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

Misc

Uses Today

= 3 + INT +

SCROLLS

POTIONS

WANDS

CHARGES #

CHARGES #

CHARGES #

KNOWN SPELLS

0

1

2

3

4

5

6

7

8

9

Caster Level	
Level Bonus	+

PROHIBITED SCHOOLS

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

%

[illegible]

	0	
Speciality Spell		
	1	
Speciality Spell		
	2	
Speciality Spell		
	3	
Speciality Spell		
	4	
Speciality Spell		
	5	
Speciality Spell		
	6	
Speciality Spell		
	7	
Speciality Spell		
	8	
Speciality Spell		
	9	

BEGUILER

Caster
Level

Level
Bonus

+

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					INT - 4
	1					INT - 8
	2					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
Message

Daze
Open / Close

Detect Magic
Read Magic

Ghost Sound

☐
☐
☐

1

Charm Person
Disguise Self
Obscuring Mist

Colour Spray
Expeditious Retreat
Rouse

Comprehend Languages
Hypnotism
Silent Image

Detect Secret Doors
Mage Armour
Sleep

☐
☐
☐
☐

2

Blinding Colour Surge
Fog Cloud
Knock
See Invisibility
Touch of Idiocy

Blur
Glitterdust
Minor Image
Silence
Vertigo

Daze Monster
Hypnotic Pattern
Mirror Image
Spider Climb
Whelming Blast

Detect Thoughts
Invisibility
Misdirection
Stay the Hand

☐
☐
☐
☐

3

Arcane Sight
Deep Slumber
Halt
Inevitable Defeat
Nondetection
Zone of Silence

Clairaudience / Clairvoyance
Dispel Magic
Haste
Invisibility Sphere
Slow

Displacement
Hesitate
Legion of Sentinals
Suggestion

Crown of Veils
Glibness
Hold Person
Major Image
Vertigo Field

☐
☐
☐
☐

4

Charm Monster
Greater Invisibility
Phantom Battle

Confusion
Greater Mirror Image
Rainbow Pattern

Crushing Despair
Locate Creature
Solid Fog

Freedom of Movement
Mass Whelm

☐
☐
☐
☐

5

Break Enchantment
Hold Monster
Seeming

Dominate Person
Incite Riot
Sending

Feeblemind
Mind Fog
Swift Etherealness

Friend to Foe
Rary's Telepathic Bond

☐
☐
☐
☐

6

Greater Dispel Magic
Repulsion

Mass Suggestion
Shadow Walk

Mislead
True Seeing

Overwhelm
Veil

☐
☐
☐
☐

7

Ethereal Jaunt
Phase Door

Greater Arcane Sight
Power Word Blind

Mass Hold Person
Project Image

Mass Invisibility
Spell Turning

☐
☐
☐
☐

8

Demand
Power Word Stun

Discern Location
Scintillating Pattern

Mind Blank
Screen

Moment of Prescience

☐
☐
☐
☐

9

Dominate Monster
Power Word Kill

Etherealness
Time Stop

Foresight

Mass Hold Monster

☐
☐
☐
☐

SCROLLS

POTIONS

DUSKBLADE

Duskblade
Level

Level
Bonus

+

Caster
Level

SPELLS

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

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 melée attack

KNOWN SPELLS

0

☐ ☐ ☐

1

☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐

2

☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐

3

☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐

4

☐ ☐ ☐
☐ ☐ ☐

5

☐ ☐ ☐
☐ ☐ ☐
☐

WANDS

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SCROLLS

POTIONS

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 DCNinja
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
LevelKi 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		☐ Trapfinding	
2			☐ Ghost Step	Invisible (1 round) 1
3	2d6		☐ Poison Use	Apply poison without risk of poisoning yourself
4			☐ Great Leap	+4 to Jump, no run-up
5	3d6			
6		+2	☐ Ki Dodge	20% miss chance (1 round) 1
7	4d6		☐ Speed Climb	
8			☐ Ghost Strike	Strike incorporeal and ethereal 1
9	5d6		☐ Improved Poison Use	Apply poison as move action
10			☐ Ghost Step (Ethereal)	1
11	6d6			
12		+4	☐ Evasion	
13	7d6			
14			☐ Ghost Mind	Resist Scrying
15	8d6			
16			☐ Ghost Sight	See invisible and ethereal
17	9d6			
18		+6	☐ Greater Ki Dodge	50% miss chance (1 round) 1
19	10d6			
20			☐ 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	
		2	
		3	
		4	

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

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

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

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

STOLEN SPELL CAPACITY

Spellthief
Level

$$=$$

STEAL SPELL EFFECT

MAX CASTER LEVEL

Spellthief
Level

$$= \quad + \text{CHA}$$

MAX EFFECT DURATION

Spellthief
Level

mins =

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

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

RESISTANCE DURATION

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

SWIFT ACTIONS

From level 2:

DETECT MAGIC PER DAY

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

Detect Magic
Today

☐	☐
☐	☐
☐	☐

From level 9:

ARCANE SIGHT 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	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	
31	
32	
33	
34	

Level 0 spells take up ½ 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					☐ ☐ ☐
	2					☐ ☐ ☐
	3					☐ ☐ ☐
	4					☐ ☐ ☐
	5					☐ ☐ ☐
	6					☐ ☐ ☐
	7					☐ ☐ ☐
	8					☐ ☐ ☐
	9					☐ ☐

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

SCROLLS

POTIONS

WANDS

巫人

WU JEN

Elemental
Mastery Bonus

+ 2

Wu Jen
Level

Caster
Level

Level
Bonus

+

ELEMENTAL MASTERY

土火金水木

☐ Earth☐ Fire☐ Metal☐ Water☐ Wood

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

Spell Save DC = 10 + INT + Spell Level

WU JEN SPELLS
KNOWN

= INT + 3 + (

Wu Jen
Level

 × 2)

Wu Jen know all 0-level Wu Jen spells.
At each level, a Wu Jen learns two spells of any level they can cast.
Wu Jen can learn other spells they find.

ARCANE SPELL FAILURE THRESHOLD

%

SPELL SECRET	
Wu Jen Spell Level	Modification
3	
9	
12	
15	
18	

TABOOS

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS

FAVOURED SOUL

Favoured
Soul Level

DEITY



SPELLS

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

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



1



2



3



4



5



6



7



8



9



修験者

SHUGENJA

Shugenja
Level

Caster
Level

SHUGENJA ORDER

FAVOURED ELEMENT

☐ Earth ☐ Air ☐ Fire ☐ Water

土 気 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

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

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□ □ □

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		WIS -4 WIS -8 WIS -12
		1		☐ ☐ ☐
		2		☐ ☐ ☐
		3		☐ ☐ ☐
		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	☐ Wild empathy	Influence an animal
2	☐ Chastise spirits	Harm spirits, 1d6 /level , within 30ft
3	☐ Detect spirits	Sense nearby spirits at will
4	☐ Blessing of the spirits	Protect self against spirits, casting time 10 mins
5	☐ Follow the guide	Retry failed enchantment save on next round
6	☐ Ghost warrior	Resist incorporeal, ghost touch weapon
7	☐ Warding of the spirits	Protect party against spirits, lasts 10 mins / level
9	☐ Spirit form 1 /day	Become incorporeal for 1 min
10	☐ Guide magic	Let guide concentrate on spell
11	☐ Recall spirit	Restore life to -1 hp , within 1 round of death
13	☐ Exorcism	Expel posessing spirit
15	☐ Spirit form 2 /day	
16	☐ Weaken spirits	Swap 3d6 of chastise damage, weaken for 1 round
17	☐ Spirit journey	Enter the spirit world
19	☐ Favoured of the spirits	Lose 1000 xp , recieve Heal on reaching 0 hp
20	☐ Spirit form 3 /day ; Spirit who walks	Become fey, gain damage reduction 5 /cold iron

RETRIEVED SPELLS

0

☐ ☐ ☐

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

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☐ ☐ ☐

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☐ ☐ ☐

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☐ ☐ ☐

7

☐ ☐ ☐

8

☐ ☐ ☐

9

☐ ☐ ☐



ARDENT

DEITY

Manifester
Level

Level
Bonus

+



MANTLES

PRIMARY

SECONDARY

PSIONICS

POWER POINTS
PER DAY

Base
Points

Bonus
Points

Racial

Misc

= + + +

Bonus Points

Manifester
Level

= **WIS** × ÷ 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 + CHA + Power Level

DORJES

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

KNOWN POWERS

POWERS
KNOWN

MAX POWER
LEVEL

POWER POINTS
MAX 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

25

Battle
Dancer
Level

BONUS

$$\boxed{\text{rds}} = 5 + \text{CHA}$$

Battle Dancer Level	Unarmed strikes count as...
---------------------------	-----------------------------

6 Magic,

12 and

18

DURATION

$$\boxed{\text{rds}} = 5 + \text{CHA}$$

DC MODIFIERS

Subsequent enemies... **+ 2**
Each enemy being bypassed after the first; cumulative

Surface is...
Lightly obstructed + 2
Scree, light rubble, shallow bog, undergrowth

Severely obstructed + 5
Natural cavern floor, dense rubble, dense undergrowth

Lightly slippery + 2
Wet floor

Severely slippery	+ 5
Ice sheet	

Sloped or angled + 2

Accelerated tumbling...
Move through enemies squares/threatened space at full speed

-10
on check

Battle	Tumble
Dancer	Ranks
Level	

1 ■ Unarmed Strike Treat hands as weapons

2 **5** ☐ Dance of Reckless Bravery Move action while within opponent's threatened space to grant allies within 30ft. +4 bonus vs. fear effects

5 **8** ☐ Dance of the Vexing Snake Tumble at normal speed, use tumble to move full speed without penalty

6	☐ Dancer's Strike (magic)	Standard action to treat hands as magic for overcoming damage reduction
----------	--	---

8 11 ☐ Dance of the Floating Step Begin on firm surface and dance across any liquid without falling or taking damage; must end on firm surface

11 14 ☐ Dance of the Springing Tiger DC 20 Tumble check to to make full attack after charging

12	☐ Dancer's Strike (alignment)	Strikes treated as aligned for overcoming damage reduction
-----------	--	--

14 17 ☐ Dance of the Crushing Python DC 25 Tumble check to enter opponent's space and attack, if successful, opponent takes -2 AC penalty and can't make attacks of opportunity until the start of your next turn

17 20 ☐ Dance of the Soaring Eagle Gain fly speed equal to normal speed, +4 to attack/+2 damage when making aerial charge in place of normal charging modifiers. Can be combined with Dance of the Springing Tiger

18 ☐ Dancer's Strike (any) Choose one material to treat unarmed strikes as for overcoming damage reduction

20 23 ☐ Dance of Death's Embrace Full-round action; DC 35 Tumble check to deal +2d6 damage on each hit against designated target and have critical threats automatically confirmed until the end of your next turn

SCROLLS

POTIONS

[illegible]

CHARGES # 

CHARGES # 

CHARGES #

CHARGES # 

DEATH MASTER

DM
Level

Level
Bonus

+

Caster
Level

SPELLS

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

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

Death Master

Level

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

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

Undead's
Total
Hit Dice

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

$$+ \text{hp} = 2 \times \text{Hit Dice}$$

LICH ABILITIES

SAVE DC

Hit Dice

$$= 10 + \left(\frac{\text{Hit Dice}}{2} \right) + \text{CHA}$$

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

Misc

$$= 3 + \text{CHA} + \text{Misc}$$

1 REBUKING CHECK

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

2 TO REBUKE CREATURE MAX HIT DICE

Death Master
Level

$$= \left(\frac{\text{Rebuking Check}}{3} \right) + \text{Death Master Level}$$

3 TO DESTROY CREATURE MAX HIT DICE

Death Master
Level

$$= \frac{\text{MAX HIT DICE}}{2} \quad (\text{Round down})$$

4 CREATURES REBUKED TOTAL HIT DICE

Death Master
Level

$$= 2d6 + \text{CHA} + \text{Total Hit Dice}$$

PREPARED SPELLS

☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐	0	☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐	1	☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
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☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐	2	☐ ☐ ☐
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☐ ☐ ☐	3	☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐	4	☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐	5	☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
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☐ ☐ ☐	6	☐ ☐ ☐
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☐ ☐ ☐	7	☐ ☐ ☐
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☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐	8	☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐
☐ ☐ ☐	9	☐ ☐ ☐
☐ ☐ ☐		☐ ☐ ☐

SCROLLS

POTIONS

MOUNTEBANK

Mountebank
Level

PATRON



BEGUILING STARE

SAVE DC

Mountebank
Level

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

INFERNAL PATRON

USES

PER DAY

Mountebank
Level

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

Uses Today



SAVE DC

Mountebank
Level

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

MASS BEGUIL

BURST
RANGE

Mountebank
Level

$$\boxed{} \text{ ft.} = 100 + (10 \times \boxed{})$$

INFERNAL GUISE

ALTER SELF
DURATION

Mountebank
Level

$$\boxed{} \text{ mins} = 10 \times \boxed{}$$

INFERNAL DEFENSE

DISPLACEMENT
DURATION

Mountebank
Level

Rounds Passed

$$\boxed{} \text{ rds} = \boxed{} \text{ rounds}$$

INFERNAL JAUNT

DIMENSION DOOR
RANGE

Mountebank
Level

$$\boxed{} \text{ ft.} = 10 + (5 \times \boxed{})$$

☐ Cape of the Mountebank: +100 ft.

INFERNAL INFLUENCE

CONFUSION
DURATION

Mountebank
Level

Rounds Passed

$$\boxed{} \text{ rds} = \boxed{} \text{ rounds}$$

WANDS

CHARGES

#



CHARGES

#



CHARGES

#



CHARGES

#



MOUNTEBANK

Mountebank
Level

1

Beguiling Stare
Mark of Damnation
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

☐ Deceptive Attack +1d6

Extra damage on beguiled or feinted opponents

3

☐ Infernal Patron (IP)

+2 to saves against enchantments

4

☐ IP: Infernal Guise

Disguise self as similarly shaped creature

5

☐ IP: Disguise the Soul's Aspect

Use CHA check against opponent's Sense Motive check to project a false alignment reading

6

☐ Deceptive Attack +2d6

8

☐ IP: Infernal Defense

Gain 50% miss chance; self only

10

☐ { IP: Infernal Jaunt
Deceptive Attack +3d6

Teleport short distance; self only

12

☐ IP: Infernal Influence

Cause single target to act irrationally

14

☐ Deceptive Attack +4d6

16

☐ IP: Infernal Escape

Teleport self and familiar only, must expend two uses of IP

18

☐ Deceptive Attack +5d6

20

☐ { IP: Infernal Deception
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

$$\boxed{} \text{ mi.} = 100 \times \boxed{} + \boxed{}$$

INFERNAL DECEPTION

MISLEAD: GREATER
INVISIBILITY
DURATION

Mountebank
Level

Misc

Rounds Passed

$$\boxed{} \text{ rds} = \boxed{} \text{ rounds}$$

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	☐ ☐ ☐	
2 Desecrate	2	☐	
3 Unholy Blight	4	☐	
4 Poison	3	☐ ☐ ☐	
5 Contagion	3	☐	
6 Blasphemy	7	☐	
7 Unholy Aura	8	☐ ☐ ☐	
8 Unhallow	5	☐	
9 Horrid Wilting	8	☐	
10 Summon Monster IX (fiends only)	9	☐	
11 Destruction	7	☐	
12 _____	_____	☐ ☐ ☐	

SLA Save DC = 10 + CHA + Spell Level

Smite Good

☐ Smite Good Used Today

SMITING DAMAGE
BONUS

Weapon
Damage
Bonus

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

Outsider Traits

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

SCROLLS

POTIONS

Caster
Level

IDENTIFIED SPELLS

URBAN DRUID

HOME

Caster
Level

Level
Bonus

+



SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

URBAN SHAPE

Times per day

Times Today

Current Shape

FAVOURED CITY

FAVOURED CITY

Favoured City Bonus

2 4 6 8 10 12

☒	☐	☐	☐	☐	☐
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☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐

WANDS

CHARGES

#

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

CHARGES

#

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

CHARGES

#

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

CHARGES

#

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

CHARGES

#

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

PREPARED SPELLS

☐ ☐

☐ ☐

☐ ☐

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SCROLLS

POTIONS

DFA Level	

DFA Level	Breath Weapon Damage (d6)	Breath Effect
1	1d6	1d6
2	2d6	2d6
3	3d6	3d6
4	4d6	4d6
5	5d6	5d6
6	6d6	6d6
7	7d6	7d6
8	8d6	8d6
9	9d6	9d6
10	10d6	10d6

BREATH WEAPON

From Level 1: ☒ 15ft. Cone or 30ft. Line

From Level 10: ☐ 30ft. Cone or 60ft. Line

DFA
Level

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

(Round down)

[illegible][illegible][illegible]

CHARGES # 

[illegible]

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Least																				
Lesser																				
Greater																				
Dark																				
Invocations Known	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8	8	8

Invocation Save DC = 10 + CHA + Equivalent Spell Level

%

Breath Effect	Minimum DFA Level	Cool- Down Rounds
1		
2		
3		
4		
5		
6		
7		
8		

[illegible][illegible]

Artificer
Level

+

Artificer Level + 2 =

Caster
Level

INFUSIONS

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

CRAFT RESERVE

CRAFT RESERVE POINTS

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

ARTIFICER KNOWLEDGE

Artificer
Level

$$\square = \text{WIS} + \dots$$

WANDS

[illegible]

KNOWN INFUSIONS

SCROLLS

POTIONS

ARCHIVIST

Caster Level

DEITY



SPELLS

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

Spell Save DC = 10 + INT + Spell Level

DARK KNOWLEDGE

KNOWLEDGE PER DAY 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

+

d6

=

Encounter Knowledge

From Level 11:

Enemy Dazzled Rounds

=

- 1

Encounter Knowledge

From Level 14:

Party AC Bonus

+

=

Encounter Knowledge

SCROLLS

POTIONS

PREPARED SPELLS

	0	
	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	

DREAD NECROMANCER

Dread Necromancer Level

Caster Level

Level Bonus +

SPELLS

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

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

Dread Necromancer Level

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

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

$$\boxed{} = 1d8 + (\div 4)$$

UNDEAD HEALING

DN Level

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

REBUKE UNDEAD

REBUKES PER DAY

Misc

Today

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

1 REBUKING CHECK

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

2 TO REBUKE CREATURE MAX HIT DICE

Dread Necromancer Level

$$\boxed{} = (\text{Rebuking Check} \div 3) + - 4$$

3 TO DESTROY CREATURE MAX HIT DICE

Dread Necromancer Level

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

4 CREATURES REBUKED TOTAL HIT DICE

Dread Necromancer Level

$$\boxed{} = 2d6 + \text{CHA} + $$

KNOWN SPELLS

1

Bane	Bestow Wound	Cause Fear	Chill Touch
Detect Magic	Detect Undead	Doom	Hide from Undead
Inflict Light Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment

2

Blindness / Deafness	Command Undead	Darkness	Death Knell
False Life	Gentle Repose	Ghost Touch	Inflict Moderate Wounds
Scare	Spectral Hand	Summon Swarm	Summon Undead II

3

Crushing Despair	Death Ward	Halt Undead	Inflict Serious Wounds
Ray of Exhaustion	Speak with Dead	Summon Undead III	Vampiric Touch

4

Animate Dead	Bestow Curse	Contagion	Death Ward
Dispel Magic	Enervation	Evard's Black Tentacles	Fear
Giant Vermin	Inflict Critical Wounds	Phantasmal Killer	Poison
Summon Undead IV			

5

Blight	Cloudkill	Fire in the Blood	Greater Dispel Magic
Insect Plague	Lesser Planar Binding	Magic Jar	Mass Inflict Light Wounds
Nightmare	Oath of Blood	Slay Living	Summon Undead V
Undeath to Death	Unhallow	Waves of Fatigue	

6

Acid Fog	Circle of Death	Create Undead	Eyebite
Geas/Quest	Harm	Mass Inflict Moderate Wounds	
Planar Binding	Waves of Exhaustion		

7

Control Undead	Destruction	Finger of Death	Greater Harm
Mass Inflict Serious Wounds		Song of Discord	Vile Death

8

Create Greater Undead	Horrid Wilting
Mass Inflict Critical Wounds	Symbol of Death

9

Energy Drain	Imprison Soul	Mass Harm	Plague of Undead
Wail of the Banshee			

NEGATIVE ENERGY BURST

NEGATIVE ENERGY DAMAGE

DN Level

$$\boxed{} d4 = $$

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.

SCABROUS TOUCH

SCABROUS TOUCH PER DAY

$$\boxed{}$$

UNDEAD MASTERY

STR AND DEX BONUS

HIT DIE BONUS

$$+ \boxed{}$$

$$+ \boxed{}$$

MAX ANIMATE UNDEAD TOTAL HIT DICE

Caster Level

$$\boxed{} \text{ hd} = (4 + \text{CHA}) \times $$

MAX CONTROL UNDEAD TOTAL HIT DICE

Caster Level

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

ENERVATING TOUCH

NEGATIVE LEVELS PER DAY

DN Level

$$\boxed{} = (: \begin{matrix} 12 \text{ to } 16 \rightarrow \text{level} \div 2 \\ 17 \text{ to } 20 \rightarrow \text{level} \end{matrix})$$

Negative Levels Today

INCARNATE

Level Bonus

Incarnate Level

Meldshaper Level

INCARNUM

ESSENTIA POOL

Base Essentia Racial Bonus Misc

= + +

ESSENTIA CAPACITY PER SOULMELD

Meldshaper Level Expanded Capacity Misc

= $\left(\text{Meldshaper Level} \div 6 \right) + \text{Expanded Capacity} + \text{Misc}$

(Round down)

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

MAX SOULMELDS

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

INCARNUM RADIANCE

RADIANT USES PER DAY

Incarnate Level

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

DURATION ROUNDS

= 3 + **CON** (Minimum 1)

RADIANCE BONUS:

Incarnate Level

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

☐ AC +1 ☐ Melee Attack +1

☐ Speed +10 ft ☐ Melee Damage +2

SOULMELDS

SOULMELD SHAPES PER DAY	CHAKRA BINDS	Incarnate Level	CHAKRAS									
			2	4	9	14	16	19				
			Crown	Feet	Hands	Arms	Brow	Shoulders	Throat	Waist	Heart	Soul
1			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
2			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
3			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
4			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
5			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
6			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
7			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
8			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
9			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
10			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
11			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
Misc												
Soulmeld Save DC												

MAGIC ITEMS

	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												
	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties												

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

SOULBORN

Soulborn
Level

Level
Bonus

+

Soulborn
Level ÷ 2 =

Meldshaper
Level

INCARNUM

ESSENTIA POOL

Base
Essentia

Racial
Bonus

Misc

$$\boxed{} = + + $$

ESSENTIA CAPACITY PER SOULMELD

Meldshaper
Level

Misc

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

(Round down)

Constitution
Score

MAX SOULMELDS

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

INCARNUM DEFENCE

☐ IMMUNE TO
PARALYSIS



☐ IMMUNE TO
FEAR

☐ IMMUNE TO
STRENGTH EFFECTS

☐ IMMUNE TO
EXHAUSTION

SMITE OPPOSITION

SMITINGS PER DAY

Smitings
Today

☐☐☐
☐☐☐
☐☐☐

TEMP ATTACK BONUS

Misc

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

TEMP DAMAGE BONUS

Soulborn
Level

Misc

$$\boxed{+} = + $$



SOULMELDS

SOULMELD SHAPES

PER DAY

CHAKRA BINDS

Soulborn
Level:

8

14

18

	Invested Essentia	Soulmeld Save DC	Crown	Feet	Hands	Arms	Brow	Shoulders	Throat	Waist
1 Properties			☐	☐	☐	☐	☐	☐	☐	☐
2 Properties			☐	☐	☐	☐	☐	☐	☐	☐
3 Properties			☐	☐	☐	☐	☐	☐	☐	☐
4 Properties			☐	☐	☐	☐	☐	☐	☐	☐
5 Properties			☐	☐	☐	☐	☐	☐	☐	☐

Misc

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

WANDS

CHARGES

#

☐☐☐☐☐☐
☐☐☐☐☐☐
☐☐☐☐☐☐

CHARGES

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CHARGES

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CHARGES

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CHARGES

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SCROLLS

POTIONS

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

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

SCROLLS

POTIONS

PSION

Manifester Level

Level Bonus

+

DISCIPLINE

- ☐ Clairsentience
- ☐ Metacreativity
- ☐ Psychokinesis
- ☐ Psychometabolism
- ☐ Psychoportation
- ☐ Telepathy

PSIONICS

POWER POINTS PER DAY

Base Points

Bonus Points

Racial

Misc

=

+

+

+

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

☐ Artiste

☐ Liar

☐ Resolved

☐ Bully

☐ Meticulous

☐ Sage

☐ Coward

☐ Nimble

☐ Single-minded

☐ Friendly

☐ Observant

☐ Sneaky

☐ Hero

☐ Poised

☐ Sympathetic

☐

☐

☐

☐

DORJES

CHARGES #

CHARGES #

CHARGES #

CHARGES #

KNOWN POWERS

POWERS KNOWN	MAX POWER LEVEL	MAX POINTS POWER COST	Manifester Level
			=
Power			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			
26			
27			
28			
29			
30			
31			
32			
33			
34			
35			
36			

POWER STONES

TATTOOS

1

2

3

4

5

6

7

8

9

10

Manifester Level	
Level Bonus	+

MIND BLADE SPECIAL ABILITY POINTS

+

Special Ability	Point Cost
☐ Defending	1
☐ Keen	1
☐ Lucky	1
☐ Mighty Cleaving	1
☐ Psychokinetic	1
☐ Sundering	1
☐ Vicious	1
☐ Collision	2
☐ Mindcrusher	2
☐ Psychokinetic Burst	2
☐ Suppression	2
☐ Wounding	2
☐ Body Feeder	3
☐ Mind Feeder	3
☐ Soul Breaker	3
☐	
☐	
☐	
☐	
☐	

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

MIND BLADE DURATION = Soulnife Level

PSYCHIC STRIKE
CAPACITY

Soulknife
Level

= (+ 1) ÷ 4 (Round down)

[illegible]

Soulknife Level	Blade Shape	Mind Blade Penalty	Strength Multiplier	Damage:		
				Small	Medium	Large
1	☐ Shortsword			1d4	1d6	1d8
	☐ Longsword			1d6	1d8	2d6
	☐ Bastard Sword		1½	1d8	1d10	2d8
5	☐ 2 × Shortsword	1		1d4	1d6	1d8
	☐					
	☐					

MIND BLADE BONUS

Soulknife Level - Penalty

$$\boxed{} = \left(\div 4 \right) - $$

ATTACK BONUS

Base Attack Bonus + MIND BLADE BONUS + (STR x Strength Multiplier) + Misc

DAMAGE ROLL

DAMAGE BONUS

Mind Blade Bonus + Psychic Strike Charge

Range: $\boxed{}$ ft, $\boxed{}$ sq

Type: $\boxed{}$

Attack Bonus: $\boxed{}$

Damage: $\boxed{} d + \boxed{}$

Critical: $\boxed{} \times \boxed{}$

Range		Type	Attack Bonus	Damage	Critical
				d +	x

Note: The diagram shows arrows indicating how values from the top section are placed into the bottom section. Arrows point from the "Base Attack Bonus" box to the "Attack Bonus" field, from the "DEX" value to the "Attack Bonus" field, and from the "Default damage type Slashing" text to the "Damage" field.

[illegible]

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

WILDER

Manifester
LevelLevel
Bonus

+

PSIONICS

**POWER POINTS
PER DAY**Base
PointsBonus
Points

Racial

Misc

 = + + +

Bonus Points

Manifester
Level= **CHA** x ÷ 2 (Round down)

Power Points used today

POWER LEVELS

Power
LevelPoint
CostPower
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

WILD SURGE

**MANIFESTER LEVEL
MAX BONUS**Risk of Psychic
EnervationManifester
Level Bonus

+

%

= x 5%From level 4:
Temp Attack
Bonus

+

Temp Damage
Bonus

+

Temp Saving
Throw Bonus

+

Surging
Euphoria
Bonus**SURGING
EUPHORIA
DURATION**Manifester
Level Bonus

rds

=

PSICRYSTAL

Name

Personality

☐ Artiste☐ Liar☐ Resolved☐ Bully☐ Meticulous☐ Sage☐ Coward☐ Nimble☐ Single-minded☐ Friendly☐ Observant☐ Sneaky☐ Hero☐ Poised☐ Sympathetic☐ _____ ☐ _____☐ _____ ☐ _____

KNOWN POWERS

**POWERS
KNOWN****MAX POWER
LEVEL****POWER POINTS
MAX 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

ELUDE TOUCH

From level 2:

**TOUCH AC
BONUS**

+

= **CHA**

POWER STONES

VOLATILE MIND

From level 5:

**POINT COST
ADJUSTMENT**Wilder
Level

+

= (- 1) ÷ 5

TATTOOS

1

2

3

4

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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 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

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

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STANCES

Stance

Active

Range

Area

Save DC

1

☐

2

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3

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4

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5

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6

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7

☐

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

+

=

(

+ 4

)

÷ 5

(Round down)

AC BONUS

ARMOUR CLASS
BONUS

+

=

WIS

MANEUVRES

INITIATOR LEVEL

=

1

2

3

+

+

(

÷ 2

)

Martial Adept
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

Maneuvre	Type	Ready	Used	Range	Area	Save DC
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		☐	☐			

STANCES

Stance	Active	Range	Area	Save DC
1	☐			
2	☐			
3	☐			
4	☐			
5	☐			
6	☐			
7	☐			
8	☐			
9	☐			
10	☐			

WARBLADE

Warblade
Level

MARTIAL ADEPT

MAX MANEUVRE LEVEL

MANEUVRES KNOWN

STANCES KNOWN

MANEUVRES READIED

MANEUVRES

INITIATOR LEVEL

=

1

2

3

+

+

(

÷

2

)

Martial Adept
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

Maneuvre

Type

Ready

Used

Range

Area

Save DC

1

2

3

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STANCES

Stance

Active

Range

Area

Save DC

1

2

3

4

5

6

7

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☐

MARTIAL ADEPT

MAX MANEUVRE LEVEL

MANEUVRES KNOWN

MANEUVRES READIED

STANCES KNOWN

MANEUVRES

INITIATOR
LEVEL

=

1

2

3

+

+

(

÷ 2

)

Maneuvre	Type	Ready	Used	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	☐			



BINDER

Binder Prestige
Class Levels

Binder
Level
Effective
Binder Level

BINDER

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

SOUL BINDING

BINDING CHECK

Binder Level

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

Binding time: 1 minute

If rushed, take a -10 penalty

1	☐	Good Bind	☐	Bad Bind
2	☐	Good Bind	☐	Bad Bind
3	☐	Good Bind	☐	Bad Bind
4	☐	Good Bind	☐	Bad Bind

PACT AUGMENTATION

- | | |
|---|---|
| ☐ +5 Hit Points | ☐ +1 Saving Throws |
| ☐ Energy resistance: 5 /acid | ☐ Damage Reduction 1/— |
| ☐ 5 /cold | ☐ +1 Armour Class |
| ☐ 5 /electricity | ☐ +1 Attack Rolls |
| ☐ 5 /fire | ☐ +1 Damage |
| ☐ 5 /sonic | ☐ +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
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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

SHADOWCASTER

Shadowcaster
Level

SHADOWCASTER

Shadow Caster Level	Fundamentals	Mysteries	
1	3	1	☐ Apprentice paths
2		2	☐ Bonus feats
3		3	☐ Umbral sight (darkvision 30ft)
4	4	4	
5		5	☐ Sustaining shadow (eat 1 meal /week)
6		6	
7		7	☐ Initiate paths
8	5	8	☐ Appentice paths as spell-like abilities
9		9	
10		10	☐ Sustaining shadow (sleep 1 hour /day)
11		11	☐ Umbral sight (see in darkness 60ft)
12	6	12	
13		13	☐ Master paths
			☐ Initiate paths as spell-like abilities
			☐ Apprentice paths as supernatural abilities
14		14	☐ Unlimited use of fundamentals
15		15	☐ Sustaining shadow (immune to poison and disease)
16	7	16	
17		17	
18		18	
19		19	
20	8	20	☐ Sustaining shadow (no need to breathe, eat or sleep)

FUNDAMENTALS

	Uses per day	
1	#	
2	#	
3	#	
4	#	
5	#	
6	#	
7	#	
8	#	
9	#	
10	#	
11	#	
12	#	

ABILITIES

	Spells	Spell-like abilities	Supernatural abilities
Affected by antimagic field	✓	✓	✓
Use provokes attack of opportunity	✓	✓	
Subject to spell resistance	✓	✓	
Can be dispelled	✓	✓	
Can be counterspelled	✓		
Requires somatic components	✓		

BONUS FEATS

BONUS FEATS

Known
Paths

$$= \div 2$$

(Round down)

PATHS & MYSTERIES

[illegible]

TRUENAMER

Truename
Level

TRUENAMER

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

TRUESPEAK

TRUESPEAK
SKILL DC

Target's CR,
Effective Level
or Hit Dice

Modifiers

= 15 + (2 ×) +

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	
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18	
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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

= 10 + (÷ 2) + **CHA** +

DC increases by +2 when using a personal truename

Class Level

Caster Level

DEITY



SPELLS

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

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

Turns / Rebukes per Day

Misc

Today

= 3 + CHA +

1 TURNING CHECK

= d20 + CHA

2 TO TURN CREATURE MAX HIT DICE

= (Turning Check ÷ 3) + Cleric Level - 4

3 TO DESTROY CREATURE MAX HIT DICE

= Cleric Level ÷ 2 (Round down)

4 CREATURES AFFECTED TOTAL HIT DICE

= 2d6 + CHA + Cleric Level

PREPARED SPELLS

	0	
	Domain Spell	
	1	
	Domain Spell	
	2	
	Domain Spell	
	3	
	Domain Spell	
	4	
	Domain Spell	
	5	
	Domain Spell	
	6	
	Domain Spell	
	7	
	Domain Spell	
	8	
	Domain Spell	
	9	

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



SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS
	1					☐ ☐ ☐
	2					☐ ☐ ☐
	3					☐ ☐ ☐
	4					☐ ☐ ☐

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

URNS PER DAY

Misc

Today

= 3 + CHA +

1 TURNING CHECK

Synergy

= 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

WANDS

CHARGES

#

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

CHARGES

#

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

CHARGES

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CHARGES

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CHARGES

#

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SPECIAL MOUNT

Name

Mount Type

☐ Summoned
Mount Today

PREPARED SPELLS

☐☐☐

☐☐☐

☐☐☐

1

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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

=

×

+

Healing Points

SCROLLS

POTIONS



Class
Level

SPELLS

Spells Known	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

KNOWN SPELLS

0

1

2

3

4

5

6

7

8

9



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	
	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	

Other

Class
Level

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	1					☐ ☐ ☐ ☐
	2					☐ ☐ ☐ ☐
	3					☐ ☐ ☐ ☐
	4					☐ ☐ ☐ ☐

Spell Save DC = 10 + Stat + Spell Level

SPELLS

	1	
	2	
	3	
	4	

WANDS

[illegible]

SCROLLS

[illegible]

POTIONS

CHARACTER BACKGROUND

Name

Origin

PORTRAIT

APPEARANCE

Race



Age

Height

Weight

Eyes

Hair

Defining Features

Preferred Clothing

PERSONALITY

Motivations

Fears

Likes

Dislikes

Quirks

ORIGINS

Parents

FRIENDLY
□□□□
HOSTILE



Country

/ Region

/ Town

FRIENDLY
□□□□
HOSTILE



AFFILIATIONS

Religion

FRIENDLY
□□□□
HOSTILE



Employer

FRIENDLY
□□□□
HOSTILE



Current Country

/ Region

/ Town

FRIENDLY
□□□□
HOSTILE



Affiliation

FRIENDLY
□□□□
HOSTILE



Affiliation

FRIENDLY
□□□□
HOSTILE



FRIENDS AND FOES

FRIENDLY
□□□□
HOSTILE



FRIENDLY
□□□□
HOSTILE



FRIENDLY
□□□□
HOSTILE



FRIENDLY
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HOSTILE



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FRIENDLY
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FRIENDLY
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HOSTILE



FRIENDLY
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HOSTILE



PARTY FUNDS

	Value	Weight

Copper		cp
Silver		sp
Gold		gp
Platinum		pp
Total		

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

QUEST ITEMS

[illegible]

CONTAINER

CONTAINER

[illegible]

	Value	Weight		Value	Weight
Total Weight		lb	Total Weight		lb
Max Weight		lb	Max Weight		lb

NOTES

SPELL BOOK

Level

School

Cost

Level

School

Cost

School

Cost

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SPELL BOOK

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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

MALE

FEMALE

Height

d

XP

SKILLS

Ranks

Racial, Feats

ABILITIES

Ability Score

Item Bonus

Ability Modifier

Temp Bonus

STR

CON

DEX

INT

WIS

CHA

Balance

Climb

Escape Artist

Hide

Jump

Listen

Move Silently

Search

Sense Motive

Spot

Survival

Swim

DEX

STR

DEX

DEX

STR

WIS

DEX

INT

WIS

WIS

WIS

STR

EQUIPMENT

Track

Trained

SURVIVAL

FEATS

PORTRAIT

ATTACKS

INITIATIVE

INITIATIVE BONUS

Misc

INIT

=

DEX

+

Range

ft

sq

Attack Bonus

Damage

Critical

SPEED

BASIC SPEED

Swim Speed

Fly Speed

ft

sq

ft

sq

ft

sq

BASE ATTACK

BASE ATTACK

Temp Attack

Temp Damage

+

+

GRAPPLE

GRAPPLE BONUS

Size Modifier

Misc

Base Attack

+

STR

+

x 4

+

HEALTH

HIT POINTS

Wounds

Dying

Stable

Non-lethal

Unconscious

hp

hp

hp

SAVES

Base Save

Misc

Temp

FORTITUDE SAVE

REFLEX SAVE

WILL SAVE

FORT

=

CON

+

REF

=

DEX

+

WILL

=

WIS

+

ARMOUR CLASS

Natural Armour

Size Modifier

Misc Modifier

AC

=

10

+

DEX

+

AC

=

10

+

AC

=

10

+

DEX

+

TEMPORARY

Temp AC

Spell Resistance

Damage Reduction

AC

/

EFFECTS

SPECIAL ABILITIES

NPC

Character Name



Race

Class

Level

Allegiance

Size



Size
Modifier



MALE
FEMALE

ABILITIES

SKILLS

Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Skill		Ranks	Racial, Feats
STR		STR		Balance		DEX	
CON		CON		Climb		STR	
DEX		DEX		Escape Artist		DEX	
INT		INT		Hide		DEX	
WIS		WIS		Jump		STR	
CHA		CHA		Listen		WIS	
				Move Silently		DEX	
				Search		INT	
				Sense Motive		WIS	
				Spot		WIS	
				Survival		WIS	
				Swim		STR	

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

EQUIPMENT

Properties

Properties

Properties

Properties

Properties

INVENTORY

HEALTH

HIT POINTS

Wounds

☐ Dying ☐ Stable

Non-lethal ☐ Unconscious

hp

hp

hp

COMBAT

ATTACKS

BASE ATTACK

Temp Attack

Temp Damage

+

+

Range

Attack Bonus

Damage

Critical

ft

sq

INITIATIVE BONUS

Misc

INIT

= DEX +

Range

Attack Bonus

Damage

Critical

ft

sq

SPEED

Temp Speed

ft

sq

ft

sq

GRAPPLE BONUS

Size
Modifier

Misc

= Base Attack + STR + x 4 +

Range

Attack Bonus

Damage

Critical

ft

sq

SAVING THROWS

Base Save

Misc

Temp

FORTITUDE SAVE

FORT

= CON +

+

Range

Attack Bonus

Damage

Critical

ft

sq

DEFENCE

REFLEX SAVE

REF

= DEX +

+

WILL SAVE

WILL

= WIS +

+

☐ Evasion

ARMOUR CLASS

Armour
& Shield

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

/

COMBAT ABILITIES

EFFECTS

□ □ □ □ □ □
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TIMELINE

Campaign

Era

Page

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