

*Dyslexic Studeos present
a surprisingly complete set of*

CHARACTER SHEETS



for Dungeons & Dragons 3.5

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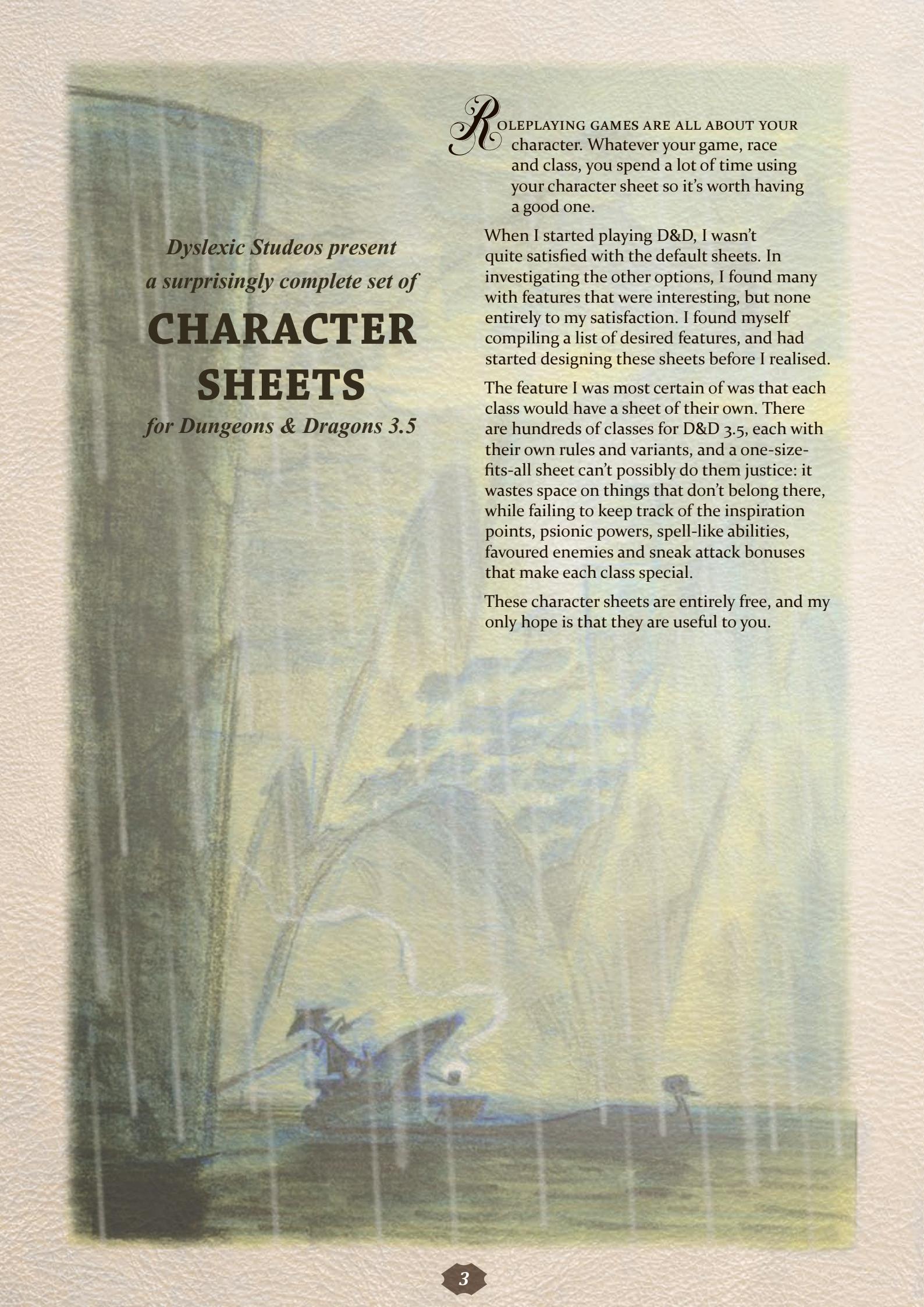
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CHARACTER SHEETS

for Dungeons & Dragons 3.5

ROLESPLAYING 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.

A screenshot of a character sheet titled "CHARACTER SHEET". It contains sections for character stats, equipment, and notes. The back side of the sheet is visible, showing a grid for combat.

1

A screenshot of a character sheet titled "CHARACTER SHEET". It contains sections for character stats, equipment, and notes. The back side of the sheet is visible, showing a grid for combat.A screenshot of a wizard-specific sheet titled "WIZARD". It includes sections for character stats, spells, and a grid for tracking spell slots.

2

A screenshot of a familiar-specific sheet titled "FAMILIAR". It includes sections for character stats, abilities, and notes.

3

A screenshot of a familiar-specific sheet titled "FAMILIAR". It includes sections for character stats, abilities, and notes.A screenshot of a spell book sheet titled "SPELL BOOK". It contains a large grid for listing spells with columns for name, level, school, and description.

4

A screenshot of a spell book sheet titled "SPELL BOOK". It contains a large grid for listing spells with columns for name, level, school, and description.

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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CREDITS

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Playtesters and suggestions

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<i>Cedrass</i>	<i>DragonWraith</i>	
<i>PId6</i>	<i>Bakkan</i>	<i>Random832</i>
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<i>goalabear</i>	<i>kosjsjach</i>	<i>Seracain</i>

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-7R		
CON	14		+2		
DEX	14		+2		
INT	12		I+1		
WIS	16		+3		
CHA	8		C-7A		

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

V3S

X

D2X

X

V3S

X

V3S

X

D2X

X

V3S

EXAMPLE

Gnome Druid 5

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

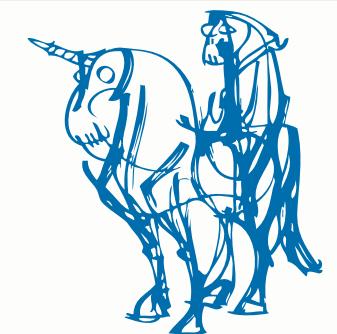
*10 copper = 1 silver
10 silver = 1 gold
10 gold = 1 platinum*

EXAMPLE

Gnome Druid 5

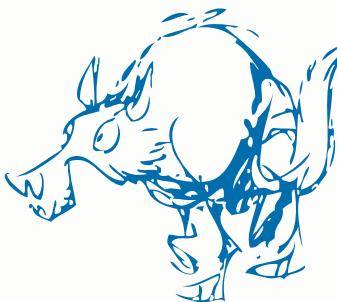
The same sheet serves familiars, animal companions and summoned creatures (like the Paladin's mount).

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.

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 0		Height 11 hands	5 4 d 8
XP				SKILLS	
				Balance 2 D2X	Ranks Racial, Feats
				Climb 3 S3R	
				Escape Artist 2 D2X	
				Hide 2 D2X	
				Jump 2 S3R	
				Listen 5 WOS	5
				Move Silently 2 D2X	
				Search 5 IN5T	
				Sense Motive 0 WOS	
				Spot 5 WOS	5
				Survival 0 WOS	
				EQUIPMENT	
				Track <input checked="" type="checkbox"/> Trained	
				Swim	3 S3R
				FEATS	
				Endurance Evasion	
PORTRAIT					

ATTACKS		INITIATIVE	
<i>Hoof (melee)</i>		INITIATIVE BONUS Misc	
Range	ft	Attack Bonus	Damage Critical
		+3 / +3	1d3+3
		SPEED	
BASIC SPEED		Swim Speed	Fly Speed
40 ft 8 sq		ft sq	ft sq
BASE ATTACK		BASE ATTACK	
Temp Attack		Temp Damage	
+7		+	+
GRAPPLE		GRAPPLE BONUS	
Range	ft sq	Attack Bonus	Damage Critical
		HEALTH	
HIT POINTS		Wounds	Dying Stable Non-lethal Unconscious
26 hp		22 21 15	hp hp
SAVES		ARMOUR CLASS	
FORTITUDE SAVE		Base Save	Natural Armour Size Modifier Misc Modifier
FO5 = C2N + 3 +			15 = 10 + D1X + 4 - +
REFLEX SAVE			FLAT-FOOTED ARMOUR CLASS
R4F = D1X + 3 +			14 = 10 / + 4 - +
WILL SAVE			TOUCH ARMOUR CLASS
WOL = WOS + 3 +			11 = 10 + D1X / - +
Endurance, Evasion		Temp AC	Spell Resistance Damage Reduction
		AC	/
EFFECTS		SPECIAL ABILITIES	
		Low light vision	
		Scent	
		Link	
		Share Spells	
		Bonus tricks: Work, Track	

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

WILD SHAPE		Druid Level	5																																
Creature Type																																			
Wolf																																			
Size	Size Modifier																																		
																																			
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.																																			
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ARMOUR CLASS <table border="1"> <tr> <td>ARMOUR CLASS</td> <td>Natural Armour</td> <td>Size Modifier</td> <td>Misc Modifier</td> </tr> <tr> <td>14</td> <td>= 10 + D 2 X + 2 - +</td> <td></td> <td></td> </tr> <tr> <td colspan="4">FLAT-FOOTED ARMOUR CLASS</td> </tr> <tr> <td>12</td> <td>= 10 / + 2 - +</td> <td></td> <td></td> </tr> <tr> <td colspan="4">TOUCH ARMOUR CLASS</td> </tr> <tr> <td>12</td> <td>= 10 + D 2 X / - +</td> <td></td> <td></td> </tr> </table>				ARMOUR CLASS	Natural Armour	Size Modifier	Misc Modifier	14	= 10 + D 2 X + 2 - +			FLAT-FOOTED ARMOUR CLASS				12	= 10 / + 2 - +			TOUCH ARMOUR CLASS				12	= 10 + D 2 X / - +										
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Don't forget the size modifier.

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Size Modifier x4	Misc																																		
11	= Base Attack	+ S 8 R + x 4 +																																	
ARMOUR CLASS <table border="1"> <tr> <td>ARMOUR CLASS</td> <td>Natural Armour</td> <td>Size Modifier</td> <td>Misc Modifier</td> </tr> <tr> <td>15</td> <td>= 10 + D 7 X + 5 - 1 +</td> <td></td> <td></td> </tr> <tr> <td colspan="4">FLAT-FOOTED ARMOUR CLASS</td> </tr> <tr> <td>14</td> <td>= 10 / + 5 - 1 +</td> <td></td> <td></td> </tr> <tr> <td colspan="4">TOUCH ARMOUR CLASS</td> </tr> <tr> <td>10</td> <td>= 10 + D 7 X / - 1 +</td> <td></td> <td></td> </tr> </table>				ARMOUR CLASS	Natural Armour	Size Modifier	Misc Modifier	15	= 10 + D 7 X + 5 - 1 +			FLAT-FOOTED ARMOUR CLASS				14	= 10 / + 5 - 1 +			TOUCH ARMOUR CLASS				10	= 10 + D 7 X / - 1 +										
ARMOUR CLASS	Natural Armour	Size Modifier	Misc Modifier																																
15	= 10 + D 7 X + 5 - 1 +																																		
FLAT-FOOTED ARMOUR CLASS																																			
14	= 10 / + 5 - 1 +																																		
TOUCH ARMOUR CLASS																																			
10	= 10 + D 7 X / - 1 +																																		
SAVES <table border="1"> <tr> <td>FORTITUDE SAVE</td> <td>Base</td> <td>Misc</td> <td>Temp</td> </tr> <tr> <td>FC 8 T</td> <td>= C 4 N + 4 +</td> <td></td> <td></td> </tr> <tr> <td colspan="4">REFLEX SAVE</td> </tr> <tr> <td>R 2 F</td> <td>= D 7 X + 1 +</td> <td></td> <td></td> </tr> </table>				FORTITUDE SAVE	Base	Misc	Temp	FC 8 T	= C 4 N + 4 +			REFLEX SAVE				R 2 F	= D 7 X + 1 +																		
FORTITUDE SAVE	Base	Misc	Temp																																
FC 8 T	= C 4 N + 4 +																																		
REFLEX SAVE																																			
R 2 F	= D 7 X + 1 +																																		
PORTRAIT 																																			
SPECIAL ABILITIES <p>Low-light vision Scent Endurance Run Track +4 Swim</p>																																			
ATTACKS <table border="1"> <tr> <td>Claws</td> <td>Range</td> <td>Attack Bonus</td> <td>Damage</td> <td>Critical</td> </tr> <tr> <td></td> <td>ft sq</td> <td>+7</td> <td>1d8+8</td> <td></td> </tr> <tr> <td>Improved Grab</td> <td>Range</td> <td>Attack Bonus</td> <td>Damage</td> <td>Critical</td> </tr> <tr> <td></td> <td>ft sq</td> <td></td> <td></td> <td></td> </tr> </table>				Claws	Range	Attack Bonus	Damage	Critical		ft sq	+7	1d8+8		Improved Grab	Range	Attack Bonus	Damage	Critical		ft sq															
Claws	Range	Attack Bonus	Damage	Critical																															
	ft sq	+7	1d8+8																																
Improved Grab	Range	Attack Bonus	Damage	Critical																															
	ft sq																																		

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

CHARACTER SHEET

3.5e

Player

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 = $(\text{Total Ability Score} - 10) \div 2$ (Round down)

SPECIAL ABILITIES

FEATS

LANGUAGES

CHARACTER



Name _____

Race

Size



Size Modifier

CLASSES

1	<input type="text"/>	Adjustment
2	<input type="text"/>	
3	<input type="text"/>	
4	<input type="text"/>	Effective Character Level
5	<input type="text"/>	

SKILLS

ATTACKS						INITIATIVE						
Range		Type	Attack Bonus	Damage	Critical	INITIATIVE BONUS						
ft	sq			d	x	= DEX + _____ + _____						
Ammo		#	Special Ammo	#		SPEED						
						Speed with Armour	Temp Speed					
ft	sq	ft	sq	ft	sq							
						Swim Speed	Fly Speed					
ft	sq	ft	sq	ft	sq							
						Climb Speed						
ft	sq					ft	sq					
						BASE ATTACK						
Range		Type	Attack Bonus	Damage	Critical	BASE ATTACK BONUS		MELEE ATTACK	RANGED ATTACK			
ft	sq			d	x							
						Temp Attack Bonus	Morale Bonus	Buffs	Nerfs	Power Attack		
ft	sq	+ =	-	-	-							
						Temp Damage Bonus	Morale Bonus	Buffs	Nerfs	Power Attack		
ft	sq	+ =	-	-	-	+ +						
						GRAPPLE						
Range		Type	Attack Bonus	Damage	Critical	GRAPPLE BONUS						
ft	sq			d	x	Size Modifier x 4						
						= Base Attack + x 4 + STR + _____	Misc					
						HEALTH						
FORTITUDE SAVE		Base	Racial	Misc	Temp	HIT POINTS	Wounds	Dying	Stable	Non-lethal	Unconscious	
FORT	= CON +	+	+	+	[+]	hp		hp	hp			
						ARMOUR CLASS						
REFLEX SAVE		Base	Racial	Misc	Temp	ARMOUR CLASS	Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc
REF	= DEX +	+	+	+	[+]	AC	= 10 + DEX +	+	+	-	+	+
						FLAT-FOOTED ARMOUR CLASS						
WILL SAVE		Base	Racial	Misc	Temp	AC	= 10	/	+	+	-	+
WILL	= WIS +	+	+	+	[+]	TOUCH ARMOUR CLASS						
						AC	= 10 + DEX	/	/	/	-	+
						Temp AC	Spell Resistance	Conditional Modifiers				
						AC						
						EFFECTS						
						METAMAGIC						
						COMBAT ABILITIES						

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

MONEY

Copper		cp
Silver		sp
Gold		gp
Platinum		pp
Total		.

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"/>
	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"/>
	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"/>
	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"/>

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

SCROLLS

POTIONS

INVENTORY**ARMOUR****EQUIPMENT**

Value Weight

Head

Properties

Properties

Type Max Speed Max AC DEX

Check Penalty Weight ft sq Spell Failure Armour AC

lb % AC

SHIELD

Properties

Face

Check Penalty Weight Spell Failure Shield AC

lb % AC

**MONEY****VALUABLE ITEMS**

Value

Copper |||, ||| cp

Silver |, |||, ||| sp

Gold |||, |||, ||| gp

Platinum |||, |||, ||| pp

Carried Items lb

Total |||, |||, |||, ||| lb

Light Load

lb

Weapons, Ammo

lb

Medium Load

lb

Armour, Shield

lb

Heavy Load

lb

Worn Items

lb

Scrolls, Potions,

Wands, Components

lb

Max Load

lb

Coins

lb

Total Weight

lb

50 coins weighs 1lb coins

Debts |||, |||, |||, ||| lb

Valuables |||, |||, |||, ||| lb

Other items |||, |||, |||, ||| lb

Total |||, |||, |||, ||| lb

CHARACTER SHEET 3.5e

Player

Campaign

XP

ABILITIES

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

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

FEATS

• LANGUAGES

CHARACTER

Name _____



Race

Size



size
modifier

CLASSES

1	d	<input type="text"/>	Adjustment
2	d	<input type="text"/>	
3	d	<input type="text"/>	
4	d	<input type="text"/>	
5	d	<input type="text"/>	

Effective Character Level

SKILLS

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

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x

Range	Type	Attack Bonus	Damage	Critical
ft	sq		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

Swim Speed Fly Speed Climb Speed
 ft sq ft sq ft sq

BASE ATTACK

BASE ATTACK BONUS MELEE ATTACK RANGED ATTACK
 Base Attack Bonus

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

GRAPPLE

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

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious
 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

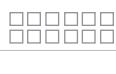
AC = 10 + DEX / / / / - + + +

Temp AC Spell Resistance Conditional Modifiers

AC _____

Damage Reduction _____

EFFECTS



METAPSIONICS

COMBAT ABILITIES

INVENTORY

Value _____ Weight _____

ARMOUR

Properties _____

Type _____ Max Speed _____ Max AC DEX _____

Check Penalty _____ Weight _____ Spell Failure _____ Armour AC _____

ft _____ sq _____ % _____ 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 _____

POWER STONES**TATTOOS**

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

11 _____

12 _____

13 _____

14 _____

15 _____

16 _____

17 _____

18 _____

19 _____

20 _____

MONEY

Light Load

lb _____

Medium Load

lb _____

Heavy Load

lb _____

Max Load

lb _____

Carried Items

lb _____

Weapons, Ammo

lb _____

Armour, Shield

lb _____

Worn Items

lb _____

Scrolls, Potions,

lb _____

Wands, Components

lb _____

Total Weight

lb _____

WANDS

CHARGES

#



CHARGES

#



CHARGES

#



CHARGES

#



CHARACTER SHEET

3.5e

Player

Campaign

XP

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR	<hr/> <hr/>	<hr/> <hr/>	STR	<hr/> <hr/>	STR
CON	<hr/> <hr/>	<hr/> <hr/>	CON	<hr/> <hr/>	CON
DEX	<hr/> <hr/>	<hr/> <hr/>	DEX	<hr/> <hr/>	DEX
INT	<hr/> <hr/>	<hr/> <hr/>	INT	<hr/> <hr/>	INT
WIS	<hr/> <hr/>	<hr/> <hr/>	WIS	<hr/> <hr/>	WIS
CHA	<hr/> <hr/>	<hr/> <hr/>	CHA	<hr/> <hr/>	CHA

Ability Modifier = $(\text{Total Ability Score} - 10) \div 2$ (Round down)

FEATS

SPECIAL ABILITIES



Name _____

Race

CHARACTER



ize Modifier

Size



Level

CLASSES

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

SKILLS

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				+	
CON				+	
DEX					
INT					
WIS					
CHA					

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

BARBARIAN

Barbarian

Level

1 { Fast Movement
Illiteracy
RAGE! 1/day}

2 Uncanny Dodge

3 Trap Sense +1

4 Rage 2/day

5 Improved Uncanny Dodge

6 Trap Sense +2

7 Damage Reduction 1/-

8 Rage 3/day

9 Trap Sense +3

10 Damage Reduction 2/-

11 Greater RAGE!

12 { Rage 4/day
Trap Sense +4}

13 Damage Reduction 3/-

14 Indomitable Will

15 Trap Sense +5

16 { Rage 5/day
Damage Reduction 4/-}

17 Tireless RAGE!

18 Trap Sense +6

19 Damage Reduction 5/-

20 { Mighty RAGE!
Rage 6/day}

NOTES

LANGUAGES

CLASSES

1 Barbarian

2

3

4

5

Skill Ranks

d

Hit Die

d

Level

Level Adjustment

Effective Character Level

SKILLS

Max Ranks / = ECL + 3
Untrained Skill Bonus

Appraise

INT

DEX

CHA

STR

CON

INT

CHA

INT

CHA

DEX

INT

CHA

CHA

WIS

DEX

INT

CHA

CHA

WIS

DEX

INT

CHA

STR

WIS

DEX

INT

WIS

DEX

ATTACKS						INITIATIVE						
Range	Type	Attack Bonus	Damage	Critical		INITIATIVE BONUS	Feats	Misc				
ft	sq		d	x		INIT = DEX + _____ + _____						
Ammo	#	Special Ammo	#			SPEED						
						Speed with Armour	Temp Speed					
						ft sq	ft sq					
						+ 10 to speed unless wearing heavy armour	Swim Speed	Fly Speed				
						ft sq	ft sq					
Range	Type	Attack Bonus	Damage	Critical		BASE ATTACK						
ft	sq		d	x		BASE ATTACK BONUS	MELEE ATTACK	RANGED ATTACK				
Range	Type	Attack Bonus	Damage	Critical								
ft	sq		d	x								
Range	Type	Attack Bonus	Damage	Critical								
ft	sq		d	x								
Ammo	#	Special Ammo	#									
Ammo	#	Special Ammo	#									
RAGE!						GRAPPLE						
RAGE!	RAGE!	Temporary Hit Points	Total Level	CON Increase		GRAPPLER BONUS	Size Modifier x4	Misc				
PER DAY	Today					= Base Attack + x 4 + STR + _____						
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								
RAGE! DURATION						HEALTH						
rds	= CON + 3	(Use adjusted CON)				HIT POINTS	Wounds					
						hp	hp					
<input type="checkbox"/> RAGE!	+4 Strength	+4 Constitution	+2 Will	-2 AC		<input type="checkbox"/> Dying	<input type="checkbox"/> Stable					
<input type="checkbox"/> Greater RAGE!	+6 Strength	+6 Constitution	+3 Will	-2 AC		<input type="checkbox"/> Non-lethal	<input type="checkbox"/> Unconscious					
<input type="checkbox"/> Mighty RAGE!	+8 Strength	+8 Constitution	+4 Will	-2 AC		<input type="checkbox"/> hp	<input type="checkbox"/> hp					
Fatigued	-2 Strength	-2 Dexterity	Can't charge or run									
SAVES						ARMOUR CLASS						
FORTITUDE SAVE	Base	Misc	Temp	RAGE!		ARMOUR CLASS	Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc
FORT	= CON +	+	<input type="checkbox"/>	<input type="checkbox"/>		AC	= 10 + DEX +	+	+	-	+	+
REFLEX SAVE						FLAT-FOOTED ARMOUR CLASS						
REF	= DEX +	+	<input type="checkbox"/>	<input type="checkbox"/>		AC	= 10	/	+	+	-	+
WILL SAVE						TOUCH ARMOUR CLASS						
WILL	= WIS +	+	<input type="checkbox"/>	<input type="checkbox"/>		AC	= 10 + DEX	/	/	/	-	+
<input type="checkbox"/> Evasion	<input type="checkbox"/> Improved Evasion	<input type="checkbox"/> Trap Sense	<input type="checkbox"/> Endurance	<input type="checkbox"/> Indomitable Will		Temp AC	Spell Resistance	<input type="checkbox"/> Uncanny Dodge	<input type="checkbox"/> Improved Uncanny Dodge	Conditional Modifiers		
EFFECTS						AC						
						RAGE!	AC Penalty					
						-2	Damage Reduction					
						/						
						FEATS						
						SPECIAL ABILITIES						
						RAGE!						

BARD

Level Bonus **+**

Bard Level

Caster Level

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
	0				CHA CHA - 4 CHA - 8 CHA - 12
	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"/>

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	Bard Level	Misc
<input type="text"/>	= INT + +	<input type="text"/>

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 <input type="checkbox"/> Affected Allies
12	15	<input type="checkbox"/> Song of Freedom
15	18	<input type="checkbox"/> Inspire Heroics <input type="checkbox"/> Number of <input type="checkbox"/> Affected Allies
18	21	<input type="checkbox"/> Mass Suggestion

FASCINATE

AUDIENCE	Bard Level
<input type="text"/>	= (_____ + 1) ÷ 3

WANDS

| CHARGES # | <input type="checkbox"/> |
|----------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="text"/> | <input type="checkbox"/> |
| <input type="text"/> | <input type="checkbox"/> |
| <input type="text"/> | <input type="checkbox"/> |
| <input type="text"/> | <input type="checkbox"/> |
| <input type="text"/> | <input type="checkbox"/> |

SCROLLS

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

POTIONS

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

CLERIC

Cleric Level
Caster Level

DEITY



DOMAINS

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

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 <input type="checkbox"/>		<input type="checkbox"/> Evil Cleric
Turn, Halt, Rout and Destroy Undead		Rebuke, Halt, Awe, Control, Dispel Turning and Bolster Undead

TURNS / REBUKES PER DAY	Misc	Today
<input type="text"/>	= 3 + CHA + <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>

1 TURNING CHECK

Synergy

$$\boxed{\quad} = d20 + \mathbf{CHA} + \boxed{\quad}$$

2 TO TURN CREATURE MAX HIT DICE

Cleric Level

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

3 TO DESTROY CREATURE MAX HIT DICE

Cleric Level

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

4 CREATURES AFFECTED TOTAL HIT DICE

Cleric Level

$$\boxed{\quad} = 2d6 + \mathbf{CHA} + \boxed{\quad}$$

PREPARED SPELLS

<input type="checkbox"/>	<input type="checkbox"/>
	Domain Spell
<input type="checkbox"/>	<input type="checkbox"/>
	Domain Spell
<input type="checkbox"/>	<input type="checkbox"/>
	Domain Spell
<input type="checkbox"/>	<input type="checkbox"/>
	Domain Spell
<input type="checkbox"/>	<input type="checkbox"/>
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DRUID

DEITY

Caster Level
Level Bonus +



SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

WILD SHAPE

Times per day

Times Today

Current Shape

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

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			STR
CON			CON
DEX			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

 Base Attack + STR + x 4 +

SAVES Base Misc Temp

FORTITUDE SAVE

FORT = CON + +

REFLEX SAVE

REF = DEX + +

ATTACKS

Range	ft	Attack Bonus	Damage	Critical
-------	----	--------------	--------	----------

Range	ft	Attack Bonus	Damage	Critical
-------	----	--------------	--------	----------

Range	ft	Attack Bonus	Damage	Critical
-------	----	--------------	--------	----------

Range	ft	Attack Bonus	Damage	Critical
-------	----	--------------	--------	----------

ARMOUR CLASS

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

FLAT-FOOTED ARMOUR CLASS	AC	/	+	-	+

TOUCH ARMOUR CLASS	AC	= 10 + DEX	/	-	+

Temp AC Spell Resistance Damage Reduction

AC /

PORTRAIT

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 Temp Speed

ft sq ft sq

GRAPPLE BONUS Size Modifier x4 Misc

 Base Attack + STR + x 4 +

SAVES Base Misc Temp

FORTITUDE SAVE

FORT = CON + +

REFLEX SAVE

REF = DEX + +

ATTACKS

Range	ft	Attack Bonus	Damage	Critical
-------	----	--------------	--------	----------

Range	ft	Attack Bonus	Damage	Critical
-------	----	--------------	--------	----------

Range	ft	Attack Bonus	Damage	Critical
-------	----	--------------	--------	----------

Range	ft	Attack Bonus	Damage	Critical
-------	----	--------------	--------	----------

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

FLAT-FOOTED ARMOUR CLASS	AC	/	+	-	+

TOUCH ARMOUR CLASS	AC	= 10 + DEX	/	-	+

PORTRAIT

SPECIAL ABILITIES

MONK

Monk Level

FLURRY OF BLOWS

FLURRY ATTACK BONUS

WHOLENESS OF BODY

HEALING POINTS

PER DAY Monk Level

 = $\times 2$

Points Healed

		hp

ABUNDANT STEP

CASTER LEVEL Monk Level

 = $\div 2$ (Round down)

DIAMOND SOUL

SPELL RESISTANCE Monk Level

 = **10 +**

QUIVERING PALM

QUIVER DAYS Monk Level

 =

SAVE DC Monk Level

 = **10 + ($\div 2$) + 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"/>
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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 adamantine 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

$$\text{Paladin Level} \div 2 = \text{Caster Level}$$

DEITY



SPELLS

Spell Save DC

1

2

3

4

$$\text{Spells per day} = \text{Base Spells} + \frac{\text{Bonus Spells}}{\text{WIS}}$$

1

2

3

4

Spell Save DC = 10 + WIS + Spell Level

TURN UNDEAD

TURNS PER DAY

Misc

Today

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



1 TURNING CHECK

Misc

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

2 TO TURN CREATURE MAX HIT DICE

Paladin Level

$$\boxed{} = (\text{Turning Check} \div 3) + \boxed{} - 7$$

3 TO DESTROY CREATURE MAX HIT DICE

Paladin Level

$$\boxed{} = (\boxed{} - 3) \div 2 \quad \text{Round down}$$

4 CREATURES AFFECTED TOTAL HIT DICE

Paladin Level

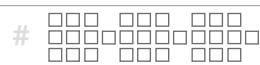
$$\boxed{} = 2d6 + \text{CHA} + \boxed{} - 3$$

WANDS

CHARGES



CHARGES



CHARGES



CHARGES



CHARGES



SPECIAL MOUNT

Name

Mount Type

 Summoned Mount Today

PREPARED SPELLS

1

2

3

4



SMITE EVIL

SMITINGS

PER DAY

Smitings Today



SMITING ATTACK BONUS

SMITING DAMAGE BONUS

Weapon Attack Bonus

Weapon Damage Bonus

Paladin Level

+ CHA

LAY ON HANDS

HEALING POINTS PER DAY

Paladin Level

Misc

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

Healing Points

hp

SCROLLS

POTIONS

SORCERER

Caster Level
Level Bonus +

KNOWN SPELLS

0



1



2



3



4



5



6



7



8



9



SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

3



POTIONS



WANDS

CHARGES #	□ □ □ □	□ □ □ □	□ □ □ □
CHARGES #	□ □ □ □	□ □ □ □	□ □ □ □
CHARGES #	□ □ □ □	□ □ □ □	□ □ □ □
CHARGES #	□ □ □ □	□ □ □ □	□ □ □ □



SORCERER

METAMAGIC SPECIALIST

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

%

INSTANT METAMAGIC

INSTANT METAMAGIC

USES PER DAY

Misc Uses Today

=3 + INT +

SCROLLS

KNOWN SPELLS

0

1

2

3

4

5

6

7

8

POTIONS

WANDS

WIZARD

Caster
Level

SPELL SCHOOLS

SPECIALITY SCHOOL

PROHIBITED SCHOOLS

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Specialist Spell	+	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"/>
2		=		+	<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"/>
4		=		+	<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"/> <input type="checkbox"/>
7		=		+	<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"/>
9		=		+	<input type="checkbox"/>	+	<input type="checkbox"/> <input type="checkbox"/>

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

□ □ □		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	□ □ □	
□ □ □			□ □ □	
□ □ □			□ □ □	

WIZARD

FOCUSED SPECIALIST

Caster Level

SPELL SCHOOLS

SPECIALITY SCHOOL

PROHIBITED SCHOOLS

SPELLS

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

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

CHARGES


PREPARED SPELLS

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 Undetectable Alignment	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 Sentinels 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

Level Bonus +

Duskblade
Level

Caster
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells +	Bonus Spells
		0		
		1		
		2		
		3		
		4		
		5		

Spell Save DC = 10 + INT + Spell Level

KNOWN SPELLS		
0	<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"/>	
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"/>	
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"/>	
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"/>	
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"/>	

ARCANE SPEL 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

$$\boxed{\quad} = 3 + \text{INT} + \boxed{\quad}$$

Dancing Lights

Detect Magic

Flare

Ghost Sound

Read Magic

QUICK CAST

QUICK CAST PER DAY

$$\boxed{\quad} = \frac{\boxed{\quad}}{5}$$

Duskblade Level



Quick Cast Spells Today



SPELL POWER

CASTER LEVEL

Duskblade

CHECK BONUS

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

when you injure an opponent with a mêlée attack

0	<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"/>
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"/>
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"/>
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"/>
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"/>

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"/>
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"/>
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"/>

SCROLLS		POTIONS	



SUDDEN STRIKE

Ninja
Level

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

Ninja
Level

CHECK DC

= 20 +

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

KI POWER PER DAY		Ninja Level	Ki Power Used Today	Ki powers can only be used if a ninja is wearing no armour and is unencumbered.
	= WIS + (----- ÷ 2)			
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"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

Spellthieves 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

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

STOLEN SPELL CAPACITY Spellthief Level

$$\boxed{\quad} = \quad$$

STEAL SPELL EFFECT

MAX CASTER LEVEL Spellthief Level

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

MAX EFFECT DURATION Spellthief Level

$$\boxed{\quad \text{mins}} = \quad$$

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

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

RESISTANCE DURATION

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

SWIFT ACTIONS

From level 2:

DETECT MAGIC PER DAY Detect Magic Today

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



From level 9:

ARCANE SIGHT PER DAY Arcane Sight Today

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



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 $\frac{1}{2}$ point of capacity.
All other spells take up their level points of capacity.

Total Stolen Spell Points

WARLOCK

Warlock
Level

ELDRITCH BLAST

DAMAGE

d6

FIENDISH RESILIENCE

Duration 2 mins

Used Today

FAST HEALING

PER ROUND Warlock Level

	= (8 to 12 → 1
	: 13 to 17 → 2	
	18+ → 5	

ENERGY RESISTANCE

From level 10:

Energy Type Energy Resistance

1 5 10

2 5 10

Energy Resistance increases to 10 at level 20

INVOCATIONS		1	2	3	4	5	6	7	8	9	10	11	12				
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 2 2 3 3 4 4 5 5 6 7 7 8 8 9 10 10 11 11 12																
Invocation																	
Invocation Level																	
Equivalent Invocation Spell Level																	
Save DC																	

Invocation Save DC = 10 + CHA + Equivalent Spell Level

ARCANE SPELL FAILURE THRESHOLD

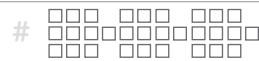
%

WANDS

CHARGES # 

CHARGES # 

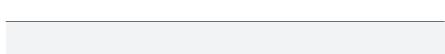
CHARGES # 

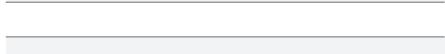
CHARGES # 

CHARGES # 

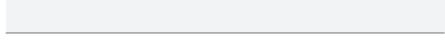
SCROLLS









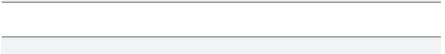




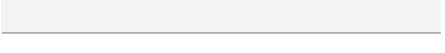
POTIONS













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

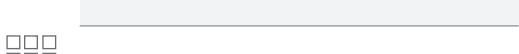
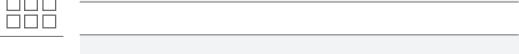
KNOWN SPELLS

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		

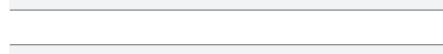
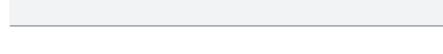
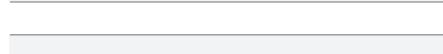
WANDS



SCROLLS



POTIONS





Elemental
Mastery Bonus + 2

Elemental
Mastery Bonus

+ 2

Wu Jen	
Level	
Caster	
Level	
Level Bonus	+

ELEMENTAL MASTERY



Earth Fire Metal Water Wood

SPELLS

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

Spell Save DC = 10 + INT + Spell Level

WU JEN SPELLS KNOWN

Wu Jen
Level

$$\boxed{} = \text{INT} + 3 + (\underline{\hspace{2cm}} \times 2)$$

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
| eye |

Modification

3	_____	_____
9	_____	_____
12	_____	_____
15	_____	_____
18	_____	_____

TABOOS

PREPARED SPELLS

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-11
	2					WIS-10
	3					WIS-9
	4					WIS-8
	5					WIS-7
	6					WIS-6
	7					WIS-5
	8					WIS-4
	9					WIS-3

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

A 4x3 grid of empty square boxes, intended for students to draw their own shapes or patterns.

2

3

A 3x4 grid of 12 empty square boxes, arranged in three rows and four columns.

5

A 3x3 grid of nine empty square boxes, intended for drawing or writing practice.

6

A 3x3 grid of nine empty square boxes, arranged in three rows and three columns.

7

1

8

1

9

1

修験者 SHUGENJA

Shugenja Level
Caster Level

SHUGENJA ORDER

FAVoured ELEMENT

- | | | | |
|--------------------------------|------------------------------|-------------------------------|--------------------------------|
| <input type="checkbox"/> Earth | <input type="checkbox"/> Air | <input type="checkbox"/> Fire | <input type="checkbox"/> Water |
| 土 | 气 | 火 | 水 |
| <input type="checkbox"/> Earth | <input type="checkbox"/> Air | <input type="checkbox"/> Fire | <input type="checkbox"/> 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 - 8
1 + +		2	CHA - 12
1 + +		3	
1 + +		4	
1 + +		5	
1 + +		6	
1 + +		7	
1 + +		8	
1 + +		9	

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

$$= 3 + \left(\text{ } \div 5 \right)$$



MAX RANGE

$$\text{ft } \text{sq} = 10 \text{ ft } 2 \text{ sq} + \left(\text{ } \times 5 \text{ ft } 1 \text{ sq} \right)$$

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 - 4
		3	WIS - 4
		4	WIS - 4
		5	WIS - 4
		6	WIS - 4
		7	WIS - 4
		8	WIS - 4
		9	WIS - 4

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

WILD EMPATHY

WILD EMPATHY BONUS = **CHA** +

Spirit
Shaman
Level

CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY = **3 + CHA**

Uses Today
□□□
□□□

WILL SAVE DC = **10 + CHA** +

Spirit
Shaman
Level

EXORCISM

EXORCISM BONUS = **CHA** +

Spirit
Shaman
Level

EXORCISM DC = **10 + Target's Hit Dice + Target's CHA**

Target's
Hit Dice

Target's
CHA

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 posessing spirit
15	<input type="checkbox"/> Spirit form 2 /day	Swap 3d6 of chastise damage, weaken for 1 round
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 +



PRIMARY

MANTLES

PSIONICS

POWER POINTS PER DAY Base Points Bonus Points Racial Misc

[] = _____ + _____ + _____ + _____

Bonus Points

Manifester Level

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

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 #	□□□□□□□□□□
	□□□□□□□□□□

KNOWN POWERS		POWER POINTS	Manifester Level
POWERS KNOWN	MAX POWER LEVEL	MAX COST	
[]	[]	[]	=

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

POWER STONES

TATTOOS

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



DIVINE MIND

DEITY

Manifester Level
Level Bonus +



MANTLES

PSIONICS

POWER POINTS PER DAY Base Points Bonus Points Misc Wild Talent Reserve

$$= \boxed{} + \boxed{} + \boxed{} + \boxed{2}$$

Bonus Points

Manifester Level

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

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

$$+ \boxed{} = CHA$$

DORJES

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

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"/>		= +	÷

KNOWN POWERS

POWERS KNOWN

MAX POWER LEVEL

POWER POINTS MANIFESTER LEVEL MAX COST

=

Power

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	

POWER STONES

TATTOOS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16



LURK

Manifester Level	<input type="text"/>
Level Bonus	<input type="text"/> +

LURK

Lurk Level	Psonic 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.
6	<input type="checkbox"/> Initiative Boost Add your INT to initiative.
7	
9	<input type="checkbox"/> Evasion Take no damage on a successful Reflex save.
10	<input type="checkbox"/> Lurk Augment Two at once
12	
15	<input type="checkbox"/> Slippery Mind If you fail a save against enchantment, try again next round.
17	
18	<input type="checkbox"/> Lurk Augment Three at once

1d6

2d6

3d6

4d6

LURK AUGMENTS

AUGMENTS AT ONCE	MAX EXTRA POINT BUY	Lurk Level
<input type="text"/>	<input type="text"/> = _____	

AUGMENTS PER DAY	Lurk Level
<input type="text"/> = _____ + INT	

Augments Today

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

PSIONICS

POWER POINTS PER DAY	Base Points	Bonus Points	Racial	Misc
<input type="text"/> = _____ + _____ + _____ + _____				

Bonus Points	Manifester Level
<input type="text"/> = INT × _____ ÷ 2	(Round down)

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

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



HEXBLADE

Hexblade Level

$$\text{Hexblade Level} \div 2 = \text{Caster Level}$$

ARCANE RESISTANCE

SAVING THROW

BONUS

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

(From level 2)

METTLE

Negate the lesser effect on a successful saving throw

Does not apply while sleeping or unconscious

(From level 3)

FAMILIAR

Name

Creature Type

(From level 4)

SPELLS

Spells Known	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"/>

Spell Save DC = 10 + CHA + Spell Level

(From level 4)

BONUS FEATS

- Combat Casting
- Spell Focus: Enchantment
 - Greater Spell Focus: Enchantment
- Spell Focus: Necromancy
 - Greater Spell Focus: Necromancy
- Spell Focus: Transmutation
 - Greater Spell Focus: Transmutation
- Spell Penetration
 - Greater Spell Penetration

HEXBLADE'S CURSE

CURSES PER DAY

Curses Today

WILL SAVE DC

Hexblade Level

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

(Round down)

ATTACK PENALTY

DAMAGE PENALTY

SAVING THROW PENALTY

SKILL PENALTY

HEXBLADE'S CURSE PENALTY

=

PREPARED SPELLS

1

2

3

4

AURA OF UNLUCK

AURAS PER DAY

Hexblade Level

Misc

Auras Today

$$\boxed{} = (\boxed{} : \begin{array}{l} 12 \rightarrow 1 \\ 16 \rightarrow 2 \\ 20 \rightarrow 3 \end{array}) + \boxed{}$$

AURAS DURATION

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

UNLUCKY MISS CHANCE

$$\boxed{} \% = 20 \%$$

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

SCROLLS

POTIONS

MOUNTEBANK

Mountebank
Level

PATRON



BEGUILING STARE

SAVE DC

Mountebank
Level

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

INFERNAL PATRON

USES
PER DAY

rds

Mountebank
Level

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

Uses Today



Mountebank
Level

SAVE DC

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

MASS BEGUIL

BURST
RANGE

ft.

Mountebank
Level

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

INFERNAL GUISE

ALTER SELF
DURATION

mins

Mountebank
Level

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

INFERNAL DEFENSE

DISPLACEMENT
DURATION

rds

Mountebank
Level

Rounds Passed



INFERNAL JAUNT

DIMENSION DOOR
RANGE

ft.

Mountebank
Level

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

Cape of the
Mountebank: + 100 ft.

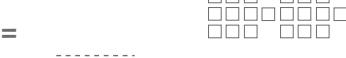
INFERNAL INFLUENCE

CONFUSION
DURATION

rds

Mountebank
Level

Rounds Passed



WANDS

CHARGES

#



CHARGES

#



CHARGES

#



CHARGES

#



Mountebank
Level

MOUNTEBANK

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

Deceptive Attack +1d6

Extra damage on beguiled or feinted opponents

Infernal Patron (IP)

+2 to saves against enchantments

IP: Infernal Guise

Disguise self as similarly shaped creature

IP: Disguise the Soul's Aspect

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

Deceptive Attack +2d6

IP: Infernal Defense

Gain 50% miss chance; self only

IP: Infernal Jaunt
 Deceptive Attack +3d6

Teleport short distance; self only

IP: Infernal Influence

Cause single target to act irrationally

Deceptive Attack +4d6

IP: Infernal Escape

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

Deceptive Attack +5d6

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

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

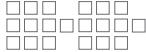
INFERNAL DECEPTION

MISLEAD: GREATER
INVISIBILITY
DURATION

Mountebank
Level

Misc

Rounds Passed



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"/>
2	Desecrate	2	<input type="checkbox"/>		
3	Unholy Blight	4	<input type="checkbox"/>		
4	Poison	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	Contagion	3	<input type="checkbox"/>		
6	Blasphemy	7	<input type="checkbox"/>		
7	Unholy Aura	8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	Unhallow	5	<input type="checkbox"/>		
9	Horrid Wilting	8	<input type="checkbox"/>		
10	Summon Monster IX (fiends only)	9	<input type="checkbox"/>		
11	Destruction	7	<input type="checkbox"/>		
12			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SLA Save DC = 10 + CHA + Spell Level

Smite Good

Smite Good Used Today

Smiting Damage Bonus

Weapon
Damage
Bonus

$$+ \text{ } = \text{ } + \text{ } + 20$$

Outsider Traits

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

Damage reduction 10/magic

SCROLLS

POTIONS

SAVANT

$$\text{Divine Level} + \text{Arcane Level Bonus} \div 2 = \text{Savant Level}$$

PREPARED ARCANE SPELLS

ARCANE SPELLS

From Level 5

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells INT
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"/>

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

DIVINE SPELLS

From Level 10

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells WIS
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"/>

Spell Save DC = 10 + WIS + Spell Level

SAVANT

Savant Level

1 Academic Lore
 Skill Assistance (5 ft.)
 Trapfinding

- 2 Talent Lore: _____
- 3 Sneak Attack +1d6
- 4 Skill Assistance (10ft.)
- 7 Talent Lore: _____
- 8 Skill Assistance (15ft.)
- 9 Sneak Attack +2d6
- 12 Skill Assistance (20ft.)
 Talent Lore: _____
- 15 Sneak Attack +3d6
- 16 Skill Assistance (25ft.)
- 17 Talent Lore: _____
- 20 Skill Assistance (30ft.)

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

PREPARED DIVINE SPELLS

1

2

3

4

SKILL ASSISTANCE

ALLIES

MAX ASSISTED

= INT

Balance Cimb Listen Move Swim

Disguise Hide Ride Silently Spot

Other: _____ Other: _____

ACADEMIC LORE

ACADEMIC LORE
 BONUS

Savant Level

Misc

= INT + _____ + _____

SCROLLS

POTIONS

SHA'IR

Level Bonus +

Caster Level

SPELLS

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

SHA'IR

Sha'ir Level	Summon Gen Familiar
1	<input checked="" type="checkbox"/>
3	<input type="checkbox"/>
5	<input type="checkbox"/>
7	<input type="checkbox"/>
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	#	□ □ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □ □

PREPARED SPELLS

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

IDENTIFIED SPELLS

URBAN DRUID

HOME



SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
0					CHA - 4
1					CHA - 8
2					CHA - 12
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

The figure consists of four horizontal panels, each representing a different category. Each panel contains 10 data points. A legend in the top right corner shows a filled square followed by an open square, indicating two different data series or conditions.

Panel	Point Type	Approximate X-Value
Category 1 (Top)	Filled Square	3
	Open Square	4
Category 2	Filled Square	5
	Open Square	6
Category 3	Filled Square	7
	Open Square	8
Category 4 (Bottom)	Filled Square	9
	Open Square	10

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"/>
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SCROLLS

POTIONS

DRAGONFIRE ADEPT

DFA
Level

DRAGONFIRE ADEPT

DFA Level	Breath Weapon	Damage (d6)	Breath Effect
1	1		<input checked="" type="checkbox"/> Dragontouched (+1 hp, listen, search, spot, saves vs paralysis/sleep, qualify for draconic feats as sorcerer)
2		1	<input type="checkbox"/> Scales +2 (natural armour bonus)
3	2		<input type="checkbox"/> Dragonkin (+4 comp bonus vs dragons/dragonblood when using diplomacy. Treated as dragon vs frightful presence)
4			
5	3	2	<input type="checkbox"/> Damage Reduction 2/Magic
6			<input type="checkbox"/> Scales +3
7	4		<input type="checkbox"/> Breath weapon range doubles
8			
9	5		
10		3	
11	6		
12			
13	4		<input type="checkbox"/> Scales +4
14	7		
15		5	
16			<input type="checkbox"/> Damage Reduction 5/Magic
17	8		<input type="checkbox"/> Scales +5
18			<input type="checkbox"/> Immunities (paralysis, sleep)
19			
20	9	6	

BREATH WEAPON

BREATH WEAPON

DAMAGE

From
Level 1: 15ft. Cone or

d6

REFLEX
SAVE DC

DFA
Level

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

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"/>
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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"/> <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"/>
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"/>

DRACONIC INVOCATIONS

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Least	<input checked="" type="checkbox"/>																			
Lesser						<input type="checkbox"/>														
Greater											<input type="checkbox"/>									
Dark												<input type="checkbox"/>					<input type="checkbox"/>			
Invocations Known	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8	8	

Invocation	Invocation Level	Equivalent Spell Level	Invocation Save DC
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Invocation Save DC = 10 + CHA + Equivalent Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

BREATH EFFECTS

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

ANSWER

FACTOTUM

Factotum
Level

CUNNING KNOWLEDGE

Skills Used Today

BRAINS OVER BRAWN

$$\begin{aligned} \text{STR} &= \text{STR} + \text{INT} \\ \text{DEX} &= \text{DEX} + \text{INT} \end{aligned} \quad \text{From Level 3}$$

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

OPPORTUNISTIC PIETY

TURNS / REBUKES / HEALING Opportunistic Piety Modifier **USES PER DAY** Misc

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

HEALING HIT POINTS Factotum Level **Uses Today**

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

1 TURNING CHECK

Synergy

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

2 TO TURN CREATURE MAX HIT DICE

Factotum Level

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

3 TO DESTROY CREATURE MAX HIT DICE

Factotum Level

$$= \quad \div 2 \quad \text{Round down}$$

4 CREATURES AFFECTED TOTAL HIT DICE

Factotum Level

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

CUNNING BRILLIANCE

Prepared Extraordinary Abilities

HOLY SYMBOLS

FACTOTUM

INSPIRATION POINTS

Inspiration Points Used

INT



Factotum
Level

Inspiration
Point Cost

1	<input type="checkbox"/> { 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"/> { Brains Over Brawn Cunning Defence}	AC + INT (1 round)	1 IP
4	<input type="checkbox"/> { 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"/> { Arcane Dilletante 8 Opportunistic Piety +3}		

ARCANE DILLETANTE

PREPARED SPELLS PER DAY

Max Spell Level

$$\text{Spell Save DC} = 10 + \text{INT} + \text{Spell Level}$$

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ARCHIVIST

DEITY

Caster Level



SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
0					SIMI-SIMI-4-SIMI-SIMI-12
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"/>

Spell Save DC = 10 + INT + Spell Level

DARK KNOWLEDGE

KNOWLEDGE PER DAY Knowledge Today

1



ENCOUNTER
KNOWLEDGE

Knowledge
Roll

$$= \left(\quad : \begin{array}{l} 15 \text{ to } 24 \rightarrow 1 \\ 25 \text{ to } 34 \rightarrow 2 \\ 35+ \rightarrow 3 \end{array} \right)$$

Party Attack

counter

Family Damage
Bonus Knowledge
d6 = _____

From Level 11:

Enemy Dazzle Rounds

$$\boxed{} = -1$$

From Level 1

Encounter Knowledge

$$\boxed{+} =$$

6

SCROLLS

POTIONS

PREPARED SPELLS

□ □ □	
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□ □ □	1
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□ □ □	2
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□ □ □	3
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□ □ □	4
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□ □ □	
□ □ □	5
□ □ □	
□ □ □	
□ □ □	
□ □ □	
□ □ □	6
□ □ □	
□ □ □	
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□ □ □	7
□ □ □	
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□ □ □	8
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□ □ □	9
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DREAD NECROMANCER

Dread Necromancer Level	<input type="text"/>
Caster Level	<input type="text"/>
Level Bonus	<input checked="" type="checkbox"/>

SPELLS

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

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

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

$$= 1d8 + (\quad \div 4)$$

UNDEAD HEALING

DN Level

$$\text{hp} = 1 + (\quad \div 4)$$

(Round down)

REBUKE UNDEAD

REBUKES PER DAY

Misc

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

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

1 REBUKING CHECK

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

2 TO REBUKE CREATURE MAX HIT DICE

Dread Necromancer Level

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

3 TO DESTROY CREATURE MAX HIT DICE

Dread Necromancer Level

$$= \quad \div 2$$

(Round down)

4 CREATURES REBUKED TOTAL HIT DICE

Dread Necromancer Level

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

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 Phantasmal Killer	Contagion Evard's Black Tentacles Poison	Death Ward			
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			
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							
SCABROUS TOUCH PER DAY							
UNDEAD MASTERY							
STR AND DEX BONUS		HIT DIE BONUS					
<input type="checkbox"/>		<input type="checkbox"/>					
MAX ANIMATE UNDEAD TOTAL HIT DICE							
$hd = (4 + \text{CHA}) \times$							
MAX CONTROL UNDEAD TOTAL HIT DICE							
$hd = (2 + \text{CHA}) \times$							
ENERVATING TOUCH							
NEGATIVE LEVELS PER DAY							
Negative Levels Today							
$= (\quad : 12 \text{ to } 16 \rightarrow \text{level} \div 2) + (\quad : 17 \text{ to } 20 \rightarrow \text{level} \div 2)$							

SOULBORN

Level Bonus +

$$\text{Soulborn Level} \div 2 = \text{Meldshaper Level}$$

INCARNUM

ESSENTIA POOL	Base Essentia	Racial Bonus	Misc
	=	+	+

$$\text{ESSENTIA CAPACITY PER SOULMELD} = \boxed{} + \left(\frac{\text{Meldshaper Level}}{6} \right) + \underline{} \quad \text{(Round down)}$$

MAX SOULMELDS Constitution Score
[] = The lower of: { Soulmeld Allowance - 10

INCARNUM DEFENCE

SMITE OPPPOSITION

SMITINGS	Smitings
PER DAY	Today
TEMP ATTACK BONUS	Affected Alignments
	Misc
$= \text{CHA} +$ -----	
TEMP DAMAGE BONUS	Soulborn Level
	Misc
$=$ -----	

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"/>
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"/>
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"/>
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"/>
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"/>

SOULMELDS

SOULMELD SHAPES

PER DAY

CHAKRA BINDS

Soulborn

8

14

18

Shoulders	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Throat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Waist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SCROLLS

POTIONS

PSYCHIC WARRIOR

PSIONICS

KNOWN POWERS

POWERS KNOWN	MAX POWER LEVEL	MAX POINTS POWER COST	Manifester Level
[]	[]	[]	=
Power			
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"/>	

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 Soulnife
Level

rds = -----

PSYCHIC STRIKE

PSYCHIC STRIKE Soulnife
CAPACITY Level

= $(\dots + 1) \div 4$ (Round down)

DORJES

CHARGES # 

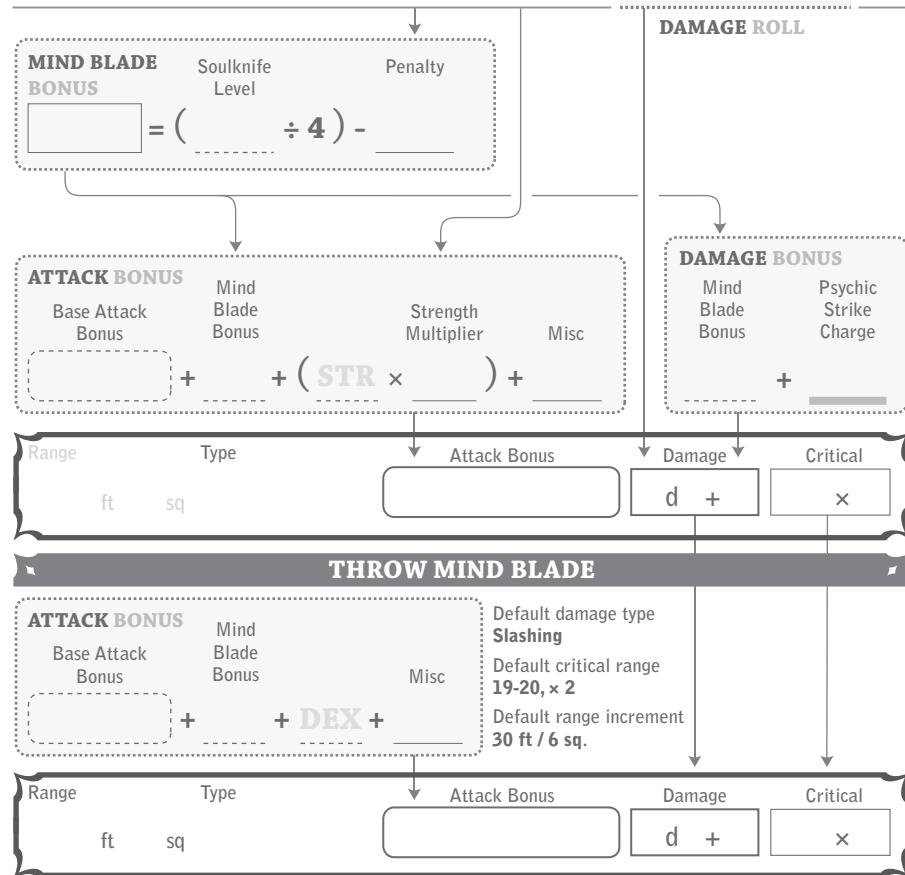
CHARGES # 

CHARGES # 

CHARGES # 

CHARGES # 

MIND BLADE		Soulnife Level	Blade Shape	Mind Blade Penalty	Strength Multiplier	Small	Damage: 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 x Shortsword	1		1d4	1d6	1d8
<input type="checkbox"/>								
<input type="checkbox"/>								



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

SWORDSAGE

Swordsage
Level

MARTIAL ADEPT

MAX MANEUVER 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

$$+ \boxed{} = (\quad + 4) \div 5 \quad (\text{Round down})$$

AC BONUS

ARMOUR CLASS

BONUS

$$+ \boxed{} = WIS$$

INITIATOR LEVEL	MANEUVRES		
	Martial Adept Class Levels	Martial Prestige Class Levels	Other Class Levels
	= 1 2 3 +	+ (÷ 2)	

Maneuver	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"/>			

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

--

INITIATOR LEVEL		Martial Adept Class Levels	Martial Prestige Class Levels	Other Class Levels
=	1 2 3 +		+ (÷ 2)	

Maneuver	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"/>			

Tome of Battle class

Martial Adept
Class Level**MARTIAL ADEPT****MAX MANEUVRE LEVEL****MANEUVRES KNOWN****MANEUVRES READIED****STANCES KNOWN**

		MANEUVRES			
INITIATOR LEVEL		Martial Adept Class Levels	Martial Prestige Class Levels	Other Class Levels	
<input type="text"/>	=	1 2 3	+	+ (÷ 2)	

Maneuver	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"/>			

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

SOUL BINDING

BINDING CHECK

Binder Level

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

Binding time: 1 minute

If rushed, take a -10 penalty

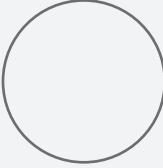
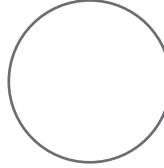
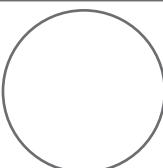
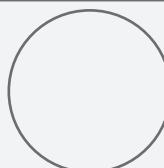
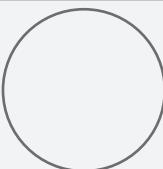
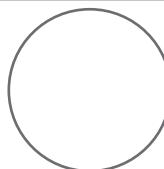
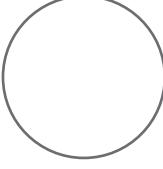
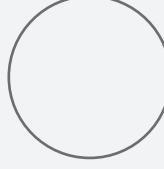
1	<input checked="" type="checkbox"/>	Good Bind	<input type="checkbox"/>	<input type="checkbox"/>	Bad Bind
2	<input checked="" type="checkbox"/>	Good Bind	<input type="checkbox"/>	<input type="checkbox"/>	Bad Bind
3	<input checked="" type="checkbox"/>	Good Bind	<input type="checkbox"/>	<input type="checkbox"/>	Bad Bind
4	<input checked="" type="checkbox"/>	Good Bind	<input type="checkbox"/>	<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 NAME
Vestige Level	Binding DC
Sign	
Special Requirements	
Granted Abilities	
VESTIGE NAME	VESTIGE NAME
Vestige Level	Binding DC
Sign	
Special Requirements	
Granted Abilities	
VESTIGE NAME	VESTIGE NAME
Vestige Level	Binding DC
Sign	
Special Requirements	
Granted Abilities	
VESTIGE NAME	VESTIGE NAME
Vestige Level	Binding DC
Sign	
Special Requirements	
Granted Abilities	
VESTIGE NAME	VESTIGE NAME
Vestige Level	Binding DC
Sign	
Special Requirements	
Granted Abilities	
VESTIGE NAME	VESTIGE NAME
Vestige Level	Binding DC
Sign	
Special Requirements	
Granted Abilities	
VESTIGE NAME	VESTIGE NAME
Vestige Level	Binding DC
Sign	
Special Requirements	
Granted Abilities	
VESTIGE NAME	VESTIGE NAME
Vestige Level	Binding DC
Sign	
Special Requirements	
Granted Abilities	

VESTIGES

VESTIGE NAME		VESTIGE NAME		VESTIGE NAME	
Vestige Level	Binding DC	Vestige Level	Binding DC	Vestige Level	Binding DC
Sign		Sign		Sign	
Special Requirements		Special Requirements		Special Requirements	
Granted Abilities		Granted Abilities		Granted Abilities	
VESTIGE NAME		VESTIGE NAME		VESTIGE NAME	
Vestige Level	Binding DC	Vestige Level	Binding DC	Vestige Level	Binding DC
Sign		Sign		Sign	
Special Requirements		Special Requirements		Special Requirements	
Granted Abilities		Granted Abilities		Granted Abilities	
VESTIGE NAME		VESTIGE NAME		VESTIGE NAME	
Vestige Level	Binding DC	Vestige Level	Binding DC	Vestige Level	Binding DC
Sign		Sign		Sign	
Special Requirements		Special Requirements		Special Requirements	
Granted Abilities		Granted Abilities		Granted Abilities	
VESTIGE NAME		VESTIGE NAME		VESTIGE NAME	
Vestige Level	Binding DC	Vestige Level	Binding DC	Vestige Level	Binding DC
Sign		Sign		Sign	
Special Requirements		Special Requirements		Special Requirements	
Granted Abilities		Granted Abilities		Granted Abilities	
VESTIGE NAME		VESTIGE NAME		VESTIGE NAME	
Vestige Level	Binding DC	Vestige Level	Binding DC	Vestige Level	Binding DC
Sign		Sign		Sign	
Special Requirements		Special Requirements		Special Requirements	
Granted Abilities		Granted Abilities		Granted Abilities	



SHADOWCASTER

Shadowcaster Level

SHADOWCASTER

Shadow Caster Level	Fundamentals	Mysteries	
1	3	1	<input type="checkbox"/> Apprentice paths
2		2	<input type="checkbox"/> Bonus feats
3		3	<input type="checkbox"/> Umbral sight (darkvision 30ft)
4	4	4	
5		5	<input type="checkbox"/> Sustaining shadow (eat 1 meal /week)
6		6	
7		7	<input type="checkbox"/> Initiate paths
8	5	8	<input type="checkbox"/> Apprentice paths as spell-like abilities
9		9	
10		10	<input type="checkbox"/> Sustaining shadow (sleep 1 hour /day)
11		11	
12	6	12	<input type="checkbox"/> Umbral sight (see in darkness 60ft)
13		13	
14		14	<input type="checkbox"/> Master paths
15		15	<input type="checkbox"/> Initiate paths as spell-like abilities
			<input type="checkbox"/> Apprentice paths as supernatural abilities
16	7	16	
17		17	
18		18	
19		19	
20	8	20	<input type="checkbox"/> Unlimited use of fundamentals
			<input type="checkbox"/> Sustaining shadow (immune to poison and disease)
16	7	16	
17		17	
18		18	
19		19	
20	8	20	<input type="checkbox"/> 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

cells Spell-like Supernatural
abilities abilities 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

$$= \underline{\hspace{2cm}} \div 2 \quad (\text{Round down})$$

PATHS & MYSTERIES

TRUENAMER

Truenamer
Level

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

TRUESPEAK

TRUESPEAK
SKILL DC

$$= 15 + (2 \times \underline{\hspace{1cm}}) + \underline{\hspace{1cm}}$$

Target's CR,
Effective Level
or Hit Dice Modifiers

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

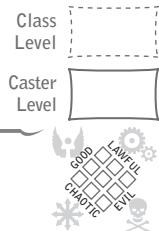
Truenamer
Level

Misc

$$= 10 + (\underline{\hspace{1cm}} \div 2) + \text{CHA} + \underline{\hspace{1cm}}$$

DC increases by +2 when using a personal truename

CLERIC



DEITY

SPELLS

Spell Save DC	0	1	2	3	4	5	6	7	8	9
WIS										
WIS - 4										
WIS - 8										
WIS - 12										

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

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



1 TURNING CHECK

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

2 TO TURN CREATURE MAX HIT DICE

Cleric Level

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

3 TO DESTROY CREATURE MAX HIT DICE

Cleric Level

$$= \frac{\text{---}}{2} \quad (\text{Round down})$$

4 CREATURES AFFECTED TOTAL HIT DICE

Cleric Level

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

PREPARED SPELLS

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

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



Class
Level

KNOWN SPELLS

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



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

WANDS

PREPARED SPELLS



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**SCROLLS****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



Country

/ Region

/ Town



AFFILIATIONS

Religion



Employer



Current Country

/ Region

/ Town



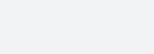
Affiliation



Affiliation



FRIENDS AND FOES



PARTY INVENTORY

Value	Weight
-------	--------

PARTY FUNDS

Copper	,	cp
Silver	,	sp
Gold	,	gp
Platinum	,	pp
Total	,	

Cash							
Inventory							
Debts							
Valuables							
Other items							
Total							

QUEST ITEMS

Item Attained Carried by / given to

CONTAINER

Total Weight lb

Max Weight _____ lb

Max Weight _____ lb

NOTES

SPELL BOOK

School

School

School

Cost

Cost

Cost

SPELL BOOK

Level



School

Cost

Level



School

Cost

School

School

Cost

Cost

SPELL BOOK

Level



School

Level



School

Level



School

FAMILIAR

ANIMAL COMPANION

Creature Name



Creature Type

Subtype

SUMMONED CREATURE

Age

Creature
Level
Ranks
Adjustment

Weight

lb
Effective
Level
Hit die

Height

d

XP

SKILLS

Ranks Racial, Feats

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

FEATS

PORTRAIT



SUMMONED CREATURE

Creature
LevelRanks
Adjustment

SKILLS

Ranks Racial, Feats

Balance

DEX

Climb

STR

Escape Artist

DEX

Hide

DEX

Jump

STR

Listen

WIS

Move Silently

DEX

Search

INT

Sense Motive

WIS

Spot

WIS

Survival

WIS

Track Trained

SURVIVAL

Swim

STR

ATTACKS

Range ft sq Attack Bonus Damage Critical

Range ft sq Attack Bonus Damage Critical

Range ft sq Attack Bonus Damage Critical

INITIATIVE

INITIATIVE BONUS Misc

INIT = DEX +

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

FORTITUDE SAVE Base Save Misc Temp

ARMOUR CLASS Natural Armour Size Modifier Misc Modifier

AC = 10 + DEX + - +

REFLEX SAVE

FLAT-FOOTED ARMOUR CLASS AC = 10 / + - +

WILL SAVE

TOUCH ARMOUR CLASS AC = 10 + DEX / - +

ARMOUR CLASS Temp AC Spell Resistance Damage Reduction

AC /

EFFECTS

SPECIAL ABILITIES



Owner's
Level**PSICRYSTAL**Crystal Name
PERSONALITY

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

ABILITIES

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

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

PSICRYSTAL

Owner's Level	Granted Abilities	Natural Armour	INT Bonus
Alertness *			
Improved Evasion			
Self-propulsion			
1 <input type="checkbox"/> Shared Powers	+0	+0	
Sighted			
Telepathic Link			
3 <input type="checkbox"/> Deliver Touch Powers	+1	+1	
5 <input type="checkbox"/> Telepathic Speech	+2	+2	
7	+3	+3	
9 <input type="checkbox"/> Flight	+4	+4	
11 <input type="checkbox"/> Power Resistance	+5	+5	
13 <input type="checkbox"/> Sight Link	+6	+6	
15 <input type="checkbox"/> Channel Power	+7	+7	
17	+8	+8	
19	+9	+9	
* Applies to owner when within 5 ft			

SKILLS

	Untrained	Skill Bonus	Owner's Ranks	Misc
Appraise		INT		
Autohypnosis		WIS		
Balance		DEX		
Bluff		CHA		
Climb		DEX	+8	
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		
Psicraft		INT		
Ride		DEX		
Search		INT		
Sense Motive		WIS		
Sleight of Hand		DEX		
Spellcraft		INT		
Spot		WIS		
Survival		WIS		
Track	<input type="checkbox"/> Trained			SURVIVAL
Swim		STR		
Tumble		DEX		
Use Magic Device		CHA		
Use Psionic Device		CHA		
Use Rope		DEX		
Knowledge: Psionics		INT		

HEALTH**HIT POINTS**

Wounds

hp

hp

COMBAT**BASE ATTACK**

Temp Attack Temp Damage

+

+

Range

ft

sq

ATTACKS

Attack Bonus

Damage

Critical

INITIATIVE**BONUS**

with Self-propulsion:

Basic Speed

INIT**30 ft 6 sq****50 ft 10 sq**

Size

Modifier

Misc

GRAPPLE BONUS

Base Attack

= STR - 12 +

Range

ft

sq

Attack Bonus

Damage

Critical

SAVING THROWS

Owner's Base Save Misc Temp

FORTITUDE SAVE**FORT****= CON +**

+

+

REFLEX SAVE**REF****= DEX +**

+

+

WILL SAVE**WILL****= WIS +**

+

+

ARMOUR CLASS**AC****= 10 + DEX +****+ 4 +****FLAT-FOOTED ARMOUR CLASS****AC****= 10 / +****+ 4 +****TOUCH ARMOUR CLASS****AC****= 10 + DEX /****+ 4 +**

Temp AC

Power Resistance Damage Reduction

AC

/

EFFECTS**COMBAT ABILITIES**

NPC

Character Name



Race

Class

Level

Allegiance

Size

Size
ModifierMALE
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	Ranks	Racial, Feats
Balance	DEX	
Climb	STR	
Escape Artist	DEX	
Hide	DEX	
Jump	STR	
Listen	WIS	
Move Silently	DEX	
Search	INT	
Sense Motive	WIS	
Spot	WIS	
Survival	WIS	
Swim	STR	

INVENTORY

HEALTH**HIT POINTS**

Wounds

<input type="checkbox"/> Dying	<input type="checkbox"/> Stable	<input type="checkbox"/> Non-lethal	<input type="checkbox"/> Unconscious
hp		hp	hp

COMBAT**BASE ATTACK**

Temp Attack Temp Damage

	+	+	Range	Attack Bonus	Damage	Critical
			ft sq			

INITIATIVE BONUS

Misc

INIT = DEX +**SPEED**Temp Speed
ft sq**GRAPPLE BONUS**Size Modifier Misc
Base Attack +STR + x 4 +**SAVING THROWS**

Base Save Misc Temp

FORTITUDE SAVE

FORT = CON +

REFLEX SAVE

REF = DEX +

WILL SAVE

WILL = WIS +

 Evasion

Attack Bonus Damage Critical

Range	ft sq	Attack Bonus	Damage	Critical

DEFENCEArmour & Shield Size Misc
Modifer Modifer Modifer**ARMOUR CLASS**

AC = 10 + DEX +

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + - +

TOUCH ARMOUR CLASS

AC = 10 + DEX / - +

Temp AC Spell Resistance Damage Reduction

AC /

EFFECTS

NPC GROUP



DEFENCE & SAVING THROWS

FORTITUDE SAVE

REFLEX SAVE

WILL SAVE

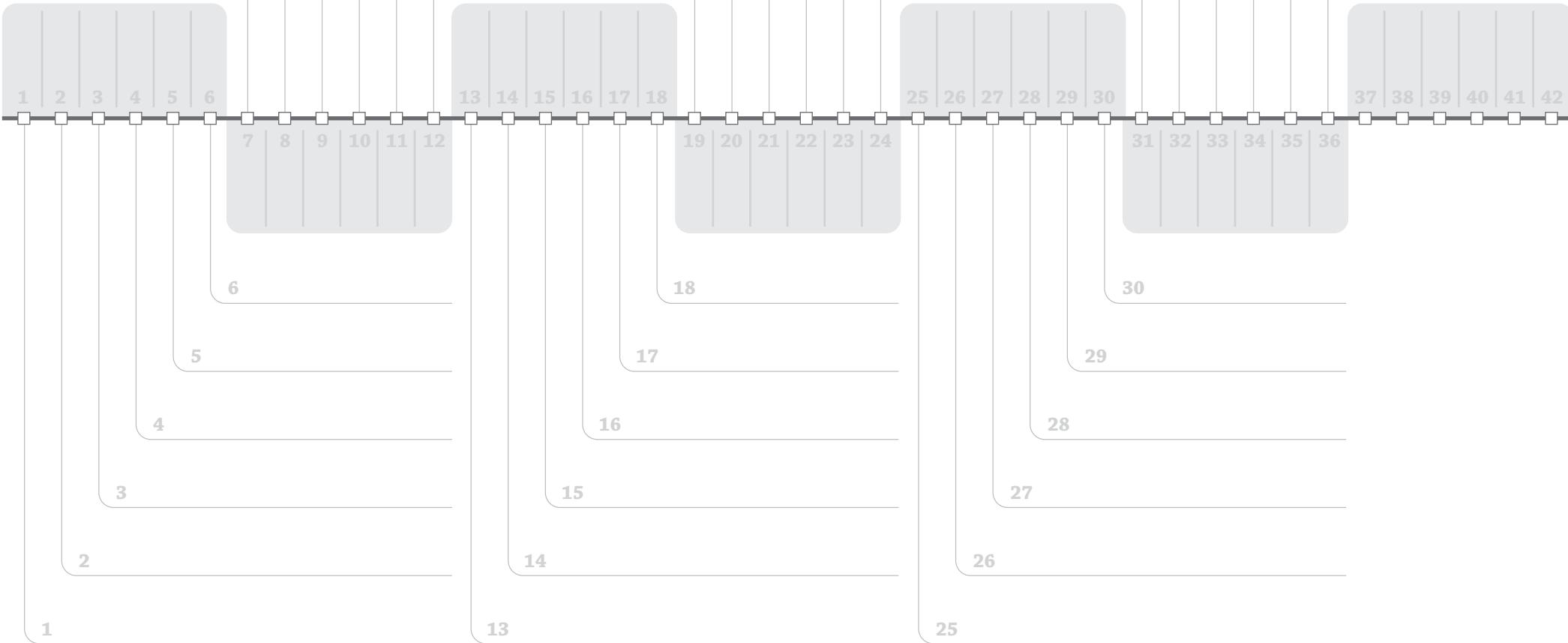
ARMOUR CLASS

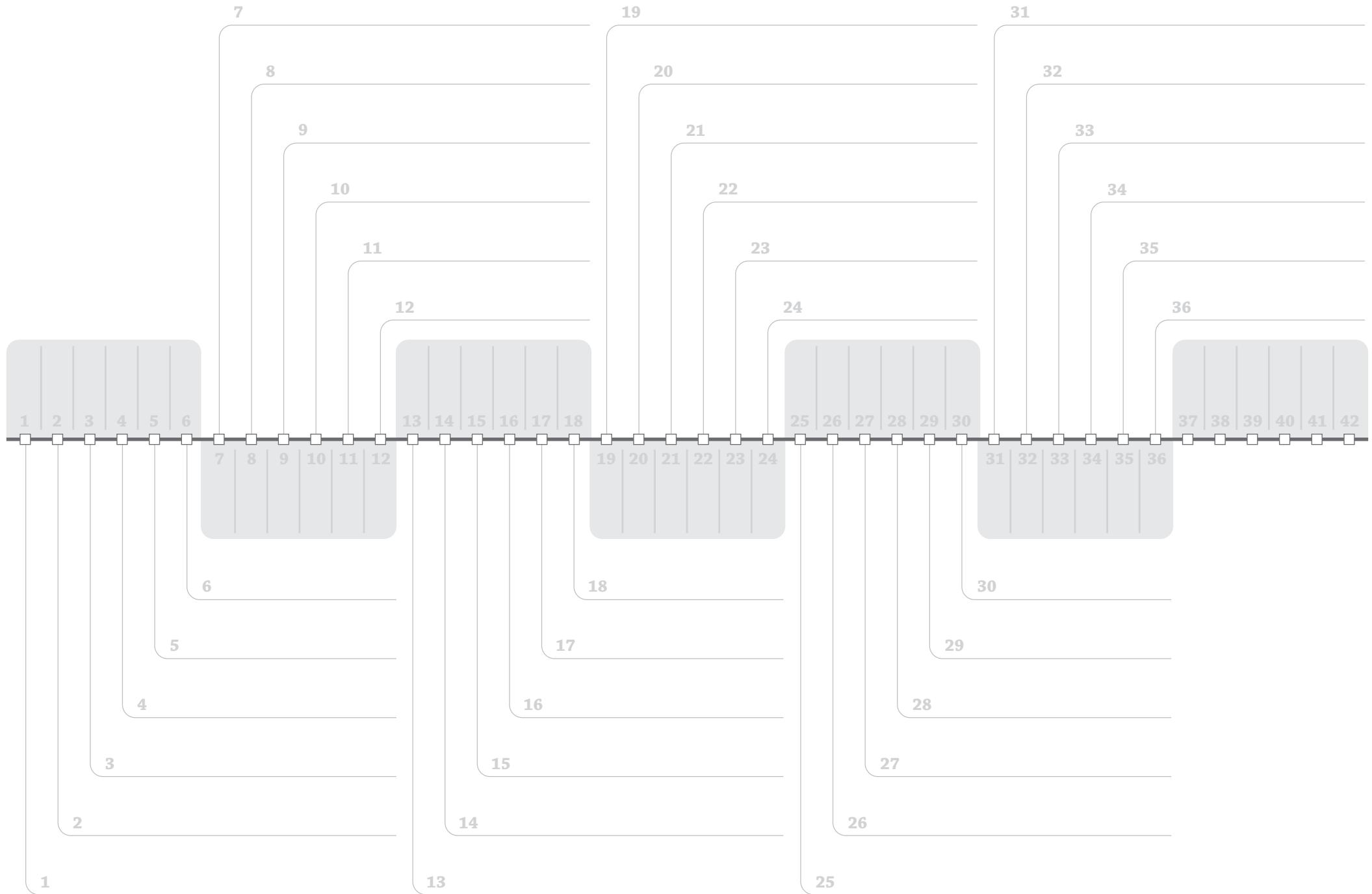
TOUCH AC

FLAT-FOOTED AC

SKILLS

LANGUAGES

TIMELINECampaign
EraPage
of



Campaign

TIMELINE

3.5e

THREAD

Era

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of

