

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY | SPELL FAIL | SPEED | WEIGHT | SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

WEIGHT

AC BONUS

CHECK PENALTY

SPELL FAIL | SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD

LIFT OVER HEAD

MAX

MEDIUM LOAD

LIFT OFF GROUND

MAX x2

HEAVY LOAD

PUSH OR DRAG

MAX x5

WEALTH

COINS

VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD

REF.

FACE

REF.

THROAT

REF.

SHOULDERS

REF.

BODY

REF.

TORSO

REF.

ARMS

REF.

HANDS

REF.

WAIST

REF.

FEET

REF.

RING

REF.

RING

REF.

OTHER/NOTES

FEATS

[illegible][illegible]

EXTRACTS

FORMULAE KNOWN	EXTRACT SAVE DC	LEVEL	EXTRACTS PER DAY	BONUS EXTRACTS
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

MUTAGEN

MUTAGEN BONUS		NEW SCORE		NEW MOD.		NEW SCORE		NEW MOD.	
STR				INT					
DEX				WIS					
CON				CHA					
NAT. ARMOR BONUS									
ARMOR CLASS		TOUCH		F.F.		DURATION			

CONDITIONAL MODIFIERS

RACIAL TRAITS

CLASS FEATURES

[illegible]

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

DISCOVERIES

[illegible]

NOTES

[illegible]



Antipaladin

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

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

HP HIT POINTS		
	TOTAL	NONLETHAL DAMAGE
WOUNDS / CURRENT HP		
INITIATIVE		
TOTAL = DEX MOD. + MISC. MOD.		
DAMAGE REDUCTION		
SPELL RESISTANCE		

AC ARMOR CLASS		=10+								
TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER		
TOUCH		MODIFIERS								
FLAT FOOTED										

FORTITUDE CONSTITUTION		=								
REFLEX DEXTERITY		=								
WILL WISDOM		=								

B.A.B.		TOUCH OF CORRUPTION		/			
CMB		TOTAL	B.A.B.	STR MODIFIER	SIZE MODIFIER	MODIFIERS	
CMD		TOTAL	B.A.B.	STR MODIFIER	DEX MODIFIER	SIZE MODIFIER	+ 10

SMITE GOOD		ATTACK BONUS	DAMAGE
			GOOD / CLERIC
CRITICAL	TYPE	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

MOVEMENT

FT.	SG.	FT.	SG.	FT.	
BASE SPEED		ARMOR SPEED		BURROW	
FT.		FT.		FT.	
FLY		SWIM		CLIMB	
TEMP. MODIFIERS					

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS		=DEX		
<input type="checkbox"/> APPRAISE		=INT		
<input checked="" type="checkbox"/> BLUFF		=CHA		
<input type="checkbox"/> CLIMB		=STR		
<input checked="" type="checkbox"/> CRAFT		=INT		
<input checked="" type="checkbox"/> CRAFT		=INT		
<input type="checkbox"/> DIPLOMACY		=CHA		
<input type="checkbox"/> DISABLE DEVICE *		=DEX		
<input checked="" type="checkbox"/> DISGUISE		=CHA		
<input type="checkbox"/> ESCAPE ARTIST		=DEX		
<input type="checkbox"/> FLY		=DEX		
<input checked="" type="checkbox"/> HANDLE ANIMAL *		=CHA		
<input type="checkbox"/> HEAL		=WIS		
<input checked="" type="checkbox"/> INTIMIDATE		=CHA		
<input type="checkbox"/> KNOWLEDGE (ARCANA) *		=INT		
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *		=INT		
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *		=INT		
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *		=INT		
<input type="checkbox"/> KNOWLEDGE (HISTORY) *		=INT		
<input type="checkbox"/> KNOWLEDGE (LOCAL) *		=INT		
<input type="checkbox"/> KNOWLEDGE (NATURE) *		=INT		
<input type="checkbox"/> KNOWLEDGE (NOBILITY) *		=INT		
<input type="checkbox"/> KNOWLEDGE (PLANES) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION) *		=INT		
<input type="checkbox"/> LINGUISTICS *		=INT		
<input type="checkbox"/> PERCEPTION		=WIS		
<input type="checkbox"/> PERFORM		=CHA		
<input type="checkbox"/> PERFORM		=CHA		
<input checked="" type="checkbox"/> PROFESSION *		=WIS		
<input checked="" type="checkbox"/> PROFESSION *		=WIS		
<input checked="" type="checkbox"/> RIDE		=DEX		
<input checked="" type="checkbox"/> SENSE MOTIVE		=WIS		
<input type="checkbox"/> SLEIGHT OF HAND *		=DEX		
<input checked="" type="checkbox"/> SPELLCRAFT *		=INT		
<input checked="" type="checkbox"/> STEALTH		=DEX		
<input type="checkbox"/> SURVIVAL		=WIS		
<input type="checkbox"/> SWIM		=STR		
<input type="checkbox"/> USE MAGIC DEVICE *		=CHA		
<input type="checkbox"/> CONCENTRATION		=CHA		C. LVL.
<input type="checkbox"/>				

☒ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM WEIGHT AC BONUS CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD _____ LIFT OVER HEAD MAX

MEDIUM LOAD _____ LIFT OFF GROUND MAX x2

HEAVY LOAD _____ PUSH OR DRAG MAX x5

WEALTH

COINS VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD REF.

FACE REF.

THROAT REF.

SHOULDERS REF.

BODY REF.

TORSO REF.

ARMS REF.

HANDS REF.

WAIST REF.

FEET REF.

RING REF.

RING REF.

OTHER/NOTES

FEATS

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

SPELLS

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

CONDITIONAL MODIFIERS

CRUELITIES

CLASS FEATURES

CHANNEL ENERGY

<input type="text"/>	SAVE DC	<input type="text"/>	= 10 +	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
DAMAGE		TOTAL		1/2 ANTIP. LEVEL		CHARISMA MODIFIER		MISC.		

TOUCH OF CORRUPTION

<input type="text"/>	<input type="text"/>	<input type="text"/>
USES PER DAY	TOUCH ATTACK	DAMAGE / HEALING

RACIAL TRAITS

NOTES

EXPERIENCE

EXPERIENCE:	<input type="text"/>
NEXT LEVEL:	<input type="text"/>



PLAYER

CAMPAIGN

EYES

LANGUAGES:

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

FEATS

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

RACIAL TRAITS

CLASS FEATURES

<div> <div></div> <div>/</div> <div></div> </div> <div>ROUNDS PER DAY</div>	<div> <div></div> <div>/</div> <div></div> </div> <div>TACTICIAN TIMES PER DAY</div>	<input type="checkbox"/> SWIFT ACTION <input type="checkbox"/> TWO T.W. FEATS

EXPERIENCE

EXPERIENCE:	
NEXT LEVEL:	

ORDER

ORDER	
EDICT	
CHALLENGE	
<div> <div></div> <div></div> </div> <div>DAMAGE</div>	<div>ORDER BONUS</div> <div></div>
<input type="checkbox"/> DEMANDING CHALLENGE	
ORDER ABILITIES	

NOTES



INQUISITOR

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME ABILITY SCORE ABILITY MODIFIER TEMP. SCORE TEMP. MODIFIER

STR STRENGTH

DEX DEXTERITY

CON CONSTITUTION

INT INTELLIGENCE

WIS WISDOM

CHA CHARISMA

HP HIT POINTS TOTAL NONLETHAL DAMAGE

WOUNDS / CURRENT HP

INITIATIVE TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESISTANCE

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

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION TOTAL = BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC. MODIFIER + TEMP. MODIFIER

REFLEX DEXTERITY

WILL WISDOM

B.A.B. JUDGMENT

CMB TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER

CMD TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

SPELLS

TOUCH ATTACK

SAVE DC MOD.

0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH

MELEE / RANGED

CASTER LEVEL

SPECIAL PROPERTIES

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

TYPE RANGE AMMUNITION

SPECIAL PROPERTIES

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

TYPE RANGE AMMUNITION

SPECIAL PROPERTIES

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

TYPE RANGE AMMUNITION

SPECIAL PROPERTIES

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

TYPE RANGE AMMUNITION

SPECIAL PROPERTIES

MOVEMENT

FT. SQ. BASE SPEED ARMOR SPEED BURROW FT. FT. CLIMB TEMP. MODIFIERS

SKILLS

SKILL NAME

TOTAL BONUS

ABILITY MOD.

RANKS

MISC. MOD.

- ☐ ACROBATICS =DEX + +
- ☐ APPRAISE =INT + +
- ☒ BLUFF =CHA + +
- ☒ CLIMB =STR + +
- ☒ CRAFT =INT + +
- ☒ CRAFT =INT + +
- ☒ DIPLOMACY =CHA + +
- ☐ DISABLE DEVICE * =DEX + +
- ☒ DISGUISE =CHA + +
- ☐ ESCAPE ARTIST =DEX + +
- ☐ FLY =DEX + +
- ☐ HANDLE ANIMAL * =CHA + +
- ☒ HEAL =WIS + +
- ☒ INTIMIDATE =CHA + +
- ☒ KNOWLEDGE (ARCANA) * =INT + +
- ☒ KNOWLEDGE (DUNGEONEERING) * =INT + +
- ☐ KNOWLEDGE (ENGINEERING) * =INT + +
- ☐ KNOWLEDGE (GEOGRAPHY) * =INT + +
- ☐ KNOWLEDGE (HISTORY) * =INT + +
- ☐ KNOWLEDGE (LOCAL) * =INT + +
- ☒ KNOWLEDGE (NATURE) * =INT + +
- ☐ KNOWLEDGE (NOBILITY) * =INT + +
- ☒ KNOWLEDGE (PLANES) * =INT + +
- ☒ KNOWLEDGE (RELIGION) * =INT + +
- ☐ LINGUISTICS * =INT + +
- ☒ PERCEPTION =WIS + +
- ☐ PERFORM =CHA + +
- ☐ PERFORM =CHA + +
- ☒ PROFESSION * =WIS + +
- ☒ PROFESSION * =WIS + +
- ☒ RIDE =DEX + +
- ☒ SENSE MOTIVE =WIS + +
- ☐ SLEIGHT OF HAND * =DEX + +
- ☒ SPELLCRAFT * =INT + +
- ☒ STEALTH =DEX + +
- ☒ SURVIVAL =WIS + +
- ☒ SWIM =STR + +
- ☐ USE MAGIC DEVICE * =CHA + +
- ☐ CONCENTRATION =WIS + C. LVL +
- ☐ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM WEIGHT AC BONUS CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD _____ LIFT OVER HEAD MAX

MEDIUM LOAD _____ LIFT OFF GROUND MAX x2

HEAVY LOAD _____ PUSH OR DRAG MAX x5

WEALTH

COINS VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD REF.

FACE REF.

THROAT REF.

SHOULDERS REF.

BODY REF.

TORSO REF.

ARMS REF.

HANDS REF.

WAIST REF.

FEET REF.

RING REF.

RING REF.

OTHER/NOTES



FEATS

[illegible]

SPELLS

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

CONDITIONAL MODIFIERS

DOMAIN

DOMAIN POWERS

RACIAL TRAITS

[illegible]

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

JUDGMENT

- [+] **DESTRUCTION: WEAPON DAMAGE ROLLS**
- [+] **HEALING: FAST HEALING**
- [+] **JUSTICE: ATTACK ROLLS**
10TH LVL - X2 BONUS TO CONFIRM CRIT
- [+] **PIERCING: CONCENTRATION/SR CHECKS**
- [+] **PROTECTION: ARMOR CLASS**
10TH LVL - X2 BONUS VS. CONFIRM CRIT
- [+] **PURITY: SAVING THROWS**
10TH LVL - X2 VS CURSES, DISEASE , POISON
- [+] **RESILIENCY: DR/MAGIC**
10TH LVL - DR /OPPOSITE ALIGNMENT
- [+] **RESISTANCE: ENERGY RESISTANCE**
- SMITING: WEAPONS COUNT AS MAGIC VS. DR**
6TH LVL - COUNT AS ALIGNMENT VS. DR
10TH LVL - COUNT AS ADAMANTINE VS. DR

TEAMWORK FEATS

[illegible]



oracle

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

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

HP HIT POINTS		
	TOTAL	NONLETHAL DAMAGE
WOUNDS / CURRENT HP		
INITIATIVE		
TOTAL = DEX MOD. + MISC. MOD.		
DAMAGE REDUCTION		
SPELL RESISTANCE		

AC ARMOR CLASS		=10+									
TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER			
TOUCH		MODIFIERS									
FLAT FOOTED											

FORTITUDE CONSTITUTION		=									
REFLEX DEXTERITY		=									
WILL WISDOM		=									

BASE ATTACK BONUS											
CMB		=									
CMD		=									10

SPELLS										TOUCH ATTACK	SAVE DC MOD.
0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH / 7TH / 8TH / 9TH										MELEE / RANGED	
CASTER LEVEL										SPECIAL PROPERTIES	

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES		

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES		

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES		

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES		

MOVEMENT

FT.	SG.	FT.	SG.	FT.	
BASE SPEED		ARMOR SPEED		BURROW	
FT.		FT.		FT.	
FLY		SWIM		CLIMB	
TEMP. MODIFIERS					

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS		=DEX		
<input type="checkbox"/> APPRAISE		=INT		
<input type="checkbox"/> BLUFF		=CHA		
<input type="checkbox"/> CLIMB		=STR		
<input checked="" type="checkbox"/> CRAFT		=INT		
<input checked="" type="checkbox"/> CRAFT		=INT		
<input checked="" type="checkbox"/> DIPLOMACY		=CHA		
<input type="checkbox"/> DISABLE DEVICE *		=DEX		
<input type="checkbox"/> DISGUISE		=CHA		
<input type="checkbox"/> ESCAPE ARTIST		=DEX		
<input type="checkbox"/> FLY		=DEX		
<input type="checkbox"/> HANDLE ANIMAL *		=CHA		
<input checked="" type="checkbox"/> HEAL		=WIS		
<input type="checkbox"/> INTIMIDATE		=CHA		
<input type="checkbox"/> KNOWLEDGE (ARCANA) *		=INT		
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *		=INT		
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *		=INT		
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY) *		=INT		
<input type="checkbox"/> KNOWLEDGE (LOCAL) *		=INT		
<input type="checkbox"/> KNOWLEDGE (NATURE) *		=INT		
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<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION) *		=INT		
<input type="checkbox"/> LINGUISTICS *		=INT		
<input type="checkbox"/> PERCEPTION		=WIS		
<input type="checkbox"/> PERFORM		=CHA		
<input type="checkbox"/> PERFORM		=CHA		
<input checked="" type="checkbox"/> PROFESSION *		=WIS		
<input checked="" type="checkbox"/> PROFESSION *		=WIS		
<input type="checkbox"/> RIDE		=DEX		
<input checked="" type="checkbox"/> SENSE MOTIVE		=WIS		
<input type="checkbox"/> SLEIGHT OF HAND *		=DEX		
<input checked="" type="checkbox"/> SPELLCRAFT *		=INT		
<input type="checkbox"/> STEALTH		=DEX		
<input type="checkbox"/> SURVIVAL		=WIS		
<input type="checkbox"/> SWIM		=STR		
<input type="checkbox"/> USE MAGIC DEVICE *		=CHA		
<input type="checkbox"/> CONCENTRATION		=CHA		C. LVL.
<input type="checkbox"/>				

☒ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM WEIGHT AC BONUS CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD _____ LIFT OVER HEAD MAX

MEDIUM LOAD _____ LIFT OFF GROUND MAX x2

HEAVY LOAD _____ PUSH OR DRAG MAX x5

WEALTH

COINS

VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD REF.

FACE REF.

THROAT REF.

SHOULDERS REF.

BODY REF.

TORSO REF.

ARMS REF.

HANDS REF.

WAIST REF.

FEET REF.

RING REF.

RING REF.

OTHER/NOTES



FEATS

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

SPELLS

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

CONDITIONAL MODIFIERS

MYSTERY

ORACLE'S CURSE

CLASS FEATURES

SAVE DC = 10 + + +
TOTAL 1/2 ORACLE LEVEL CHARISMA MODIFIER MISC.

RACIAL TRAITS

NOTES

EXPERIENCE

EXPERIENCE:
 NEXT LEVEL:



Summoner

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

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

HP HIT POINTS		
	TOTAL	NONLETHAL DAMAGE
WOUNDS / CURRENT HP		
INITIATIVE		
TOTAL = DEX MOD. + MISC. MOD.		
DAMAGE REDUCTION		
SPELL RESISTANCE		

AC ARMOR CLASS		=10+									
TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER			
TOUCH		MODIFIERS									
FLAT FOOTED											

FORTITUDE CONSTITUTION		=									
REFLEX DEXTERITY		=									
WILL WISDOM		=									

B.A.B.		SUMMON MONSTER	/				
CMB		TOTAL	B.A.B.	STR MODIFIER	SIZE MODIFIER	MODIFIERS	
CMD		TOTAL	B.A.B.	STR MODIFIER	DEX MODIFIER	SIZE MODIFIER	+ 10

SPELLS						TOUCH ATTACK	SAVE DC MOD.
0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH						MELEE / RANGED	
CASTER LEVEL		SPELL FAILURE		SPECIAL PROPERTIES			

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES		

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES		

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES		

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES		

MOVEMENT

FT.	SG.	FT.	SG.	FT.	
BASE SPEED		ARMOR SPEED		BURROW	
FT.		FT.		FT.	
FLY		SWIM		CLIMB	
TEMP. MODIFIERS					

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS		=DEX		
<input type="checkbox"/> APPRAISE		=INT		
<input type="checkbox"/> BLUFF		=CHA		
<input type="checkbox"/> CLIMB		=STR		
<input checked="" type="checkbox"/> CRAFT		=INT		
<input checked="" type="checkbox"/> CRAFT		=INT		
<input type="checkbox"/> DIPLOMACY		=CHA		
<input type="checkbox"/> DISABLE DEVICE *		=DEX		
<input type="checkbox"/> DISGUISE		=CHA		
<input type="checkbox"/> ESCAPE ARTIST		=DEX		
<input checked="" type="checkbox"/> FLY		=DEX		
<input checked="" type="checkbox"/> HANDLE ANIMAL *		=CHA		
<input type="checkbox"/> HEAL		=WIS		
<input type="checkbox"/> INTIMIDATE		=CHA		
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION) *		=INT		
<input checked="" type="checkbox"/> LINGUISTICS *		=INT		
<input type="checkbox"/> PERCEPTION		=WIS		
<input type="checkbox"/> PERFORM		=CHA		
<input type="checkbox"/> PERFORM		=CHA		
<input checked="" type="checkbox"/> PROFESSION *		=WIS		
<input checked="" type="checkbox"/> PROFESSION *		=WIS		
<input checked="" type="checkbox"/> RIDE		=DEX		
<input type="checkbox"/> SENSE MOTIVE		=WIS		
<input type="checkbox"/> SLEIGHT OF HAND *		=DEX		
<input checked="" type="checkbox"/> SPELLCRAFT *		=INT		
<input type="checkbox"/> STEALTH		=DEX		
<input type="checkbox"/> SURVIVAL		=WIS		
<input type="checkbox"/> SWIM		=STR		
<input checked="" type="checkbox"/> USE MAGIC DEVICE *		=CHA		
<input type="checkbox"/> CONCENTRATION		=CHA		C. LVL
<input type="checkbox"/>				
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY				

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM WEIGHT AC BONUS CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD _____ LIFT OVER HEAD **MAX**

MEDIUM LOAD _____ LIFT OFF GROUND **MAX x2**

HEAVY LOAD _____ PUSH OR DRAG **MAX x5**

WEALTH

COINS VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD REF.

FACE REF.

THROAT REF.

SHOULDERS REF.

BODY REF.

TORSO REF.

ARMS REF.

HANDS REF.

WAIST REF.

FEET REF.

RING REF.

RING REF.

OTHER/NOTES

FEATS

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

SPELLS

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

CONDITIONAL MODIFIERS

ASPECTS

ASPECT POOL

CLASS FEATURES

RACIAL TRAITS

NOTES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:



WITCH

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

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

HP HIT POINTS		
	TOTAL	NONLETHAL DAMAGE
WOUNDS / CURRENT HP		
INITIATIVE		
TOTAL = DEX MOD. + MISC. MOD.		
DAMAGE REDUCTION		
SPELL RESISTANCE		

AC ARMOR CLASS		=10+								
TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER		
TOUCH		MODIFIERS								
FLAT FOOTED										

FORTITUDE CONSTITUTION		=								
REFLEX DEXTERITY		=								
WILL WISDOM		=								

BASE ATTACK BONUS										
CMB		=								
CMD		=								+10

SPELLS									
0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH / 7TH / 8TH / 9TH									
MELEE / RANGED									
CASTER LEVEL									
SPELL FAILURE									
SPECIAL PROPERTIES									

WEAPON			
ATTACK BONUS		DAMAGE	
CRITICAL			
TYPE			
RANGE			
AMMUNITION			
SPECIAL PROPERTIES			

WEAPON			
ATTACK BONUS		DAMAGE	
CRITICAL			
TYPE			
RANGE			
AMMUNITION			
SPECIAL PROPERTIES			

WEAPON			
ATTACK BONUS		DAMAGE	
CRITICAL			
TYPE			
RANGE			
AMMUNITION			
SPECIAL PROPERTIES			

WEAPON			
ATTACK BONUS		DAMAGE	
CRITICAL			
TYPE			
RANGE			
AMMUNITION			
SPECIAL PROPERTIES			

MOVEMENT

FT.	SG.	FT.	SG.	FT.	
BASE SPEED		ARMOR SPEED		BURROW	
FT.		FT.		FT.	
FLY		SWIM		CLIMB	
TEMP. MODIFIERS					

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS		=DEX		
<input type="checkbox"/> APPRAISE		=INT		
<input type="checkbox"/> BLUFF		=CHA		
<input type="checkbox"/> CLIMB		=STR		
<input checked="" type="checkbox"/> CRAFT		=INT		
<input checked="" type="checkbox"/> CRAFT		=INT		
<input type="checkbox"/> DIPLOMACY		=CHA		
<input type="checkbox"/> DISABLE DEVICE *		=DEX		
<input type="checkbox"/> DISGUISE		=CHA		
<input type="checkbox"/> ESCAPE ARTIST		=DEX		
<input checked="" type="checkbox"/> FLY		=DEX		
<input type="checkbox"/> HANDLE ANIMAL *		=CHA		
<input checked="" type="checkbox"/> HEAL		=WIS		
<input type="checkbox"/> INTIMIDATE		=CHA		
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA) *		=INT		
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *		=INT		
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *		=INT		
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY) *		=INT		
<input type="checkbox"/> KNOWLEDGE (LOCAL) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE) *		=INT		
<input type="checkbox"/> KNOWLEDGE (NOBILITY) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES) *		=INT		
<input type="checkbox"/> KNOWLEDGE (RELIGION) *		=INT		
<input type="checkbox"/> LINGUISTICS *		=INT		
<input type="checkbox"/> PERCEPTION		=WIS		
<input type="checkbox"/> PERFORM		=CHA		
<input type="checkbox"/> PERFORM		=CHA		
<input checked="" type="checkbox"/> PROFESSION *		=WIS		
<input checked="" type="checkbox"/> PROFESSION *		=WIS		
<input type="checkbox"/> RIDE		=DEX		
<input type="checkbox"/> SENSE MOTIVE		=WIS		
<input type="checkbox"/> SLEIGHT OF HAND *		=DEX		
<input checked="" type="checkbox"/> SPELLCRAFT *		=INT		
<input type="checkbox"/> STEALTH		=DEX		
<input type="checkbox"/> SURVIVAL		=WIS		
<input type="checkbox"/> SWIM		=STR		
<input checked="" type="checkbox"/> USE MAGIC DEVICE *		=CHA		
<input type="checkbox"/> CONCENTRATION		=INT		
<input type="checkbox"/>				
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY				

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM WEIGHT AC BONUS CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD _____ LIFT OVER HEAD **MAX**

MEDIUM LOAD _____ LIFT OFF GROUND **MAX x2**

HEAVY LOAD _____ PUSH OR DRAG **MAX x5**

WEALTH

COINS VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD REF.

FACE REF.

THROAT REF.

SHOULDERS REF.

BODY REF.

TORSO REF.

ARMS REF.

HANDS REF.

WAIST REF.

FEET REF.

RING REF.

RING REF.

OTHER/NOTES

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

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

CONDITIONAL MODIFIERS

PATRON

RACIAL TRAITS

[illegible]

EXPERIENCE:

NEXT LEVEL:

[illegible][illegible]