

*Dyslexic Studeos present  
a surprisingly complete set of*

# **CHARACTER SHEETS**



*for Pathfinder<sup>™</sup> Roleplaying Game*

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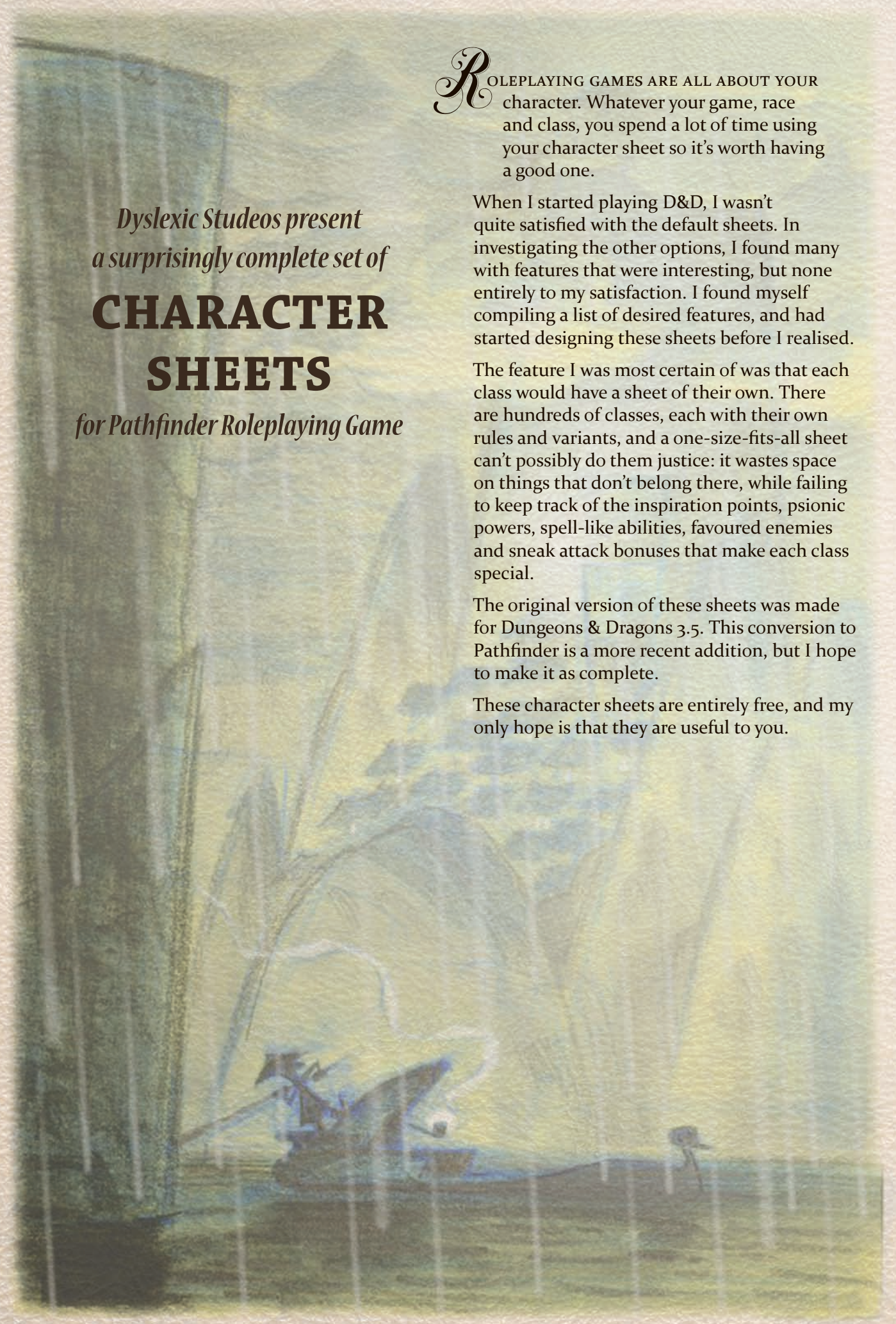
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# **CHARACTER SHEETS**

*for Pathfinder Roleplaying Game*

**R**OLEPLAYING 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, 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.

The original version of these sheets was made for Dungeons & Dragons 3.5. This conversion to Pathfinder is a more recent addition, but I hope to make it as complete.

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.

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 included all the base classes from official Pathfinder rulebooks. If your favourite class isn't included, you may find one of the generic sheets a good starting point.

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

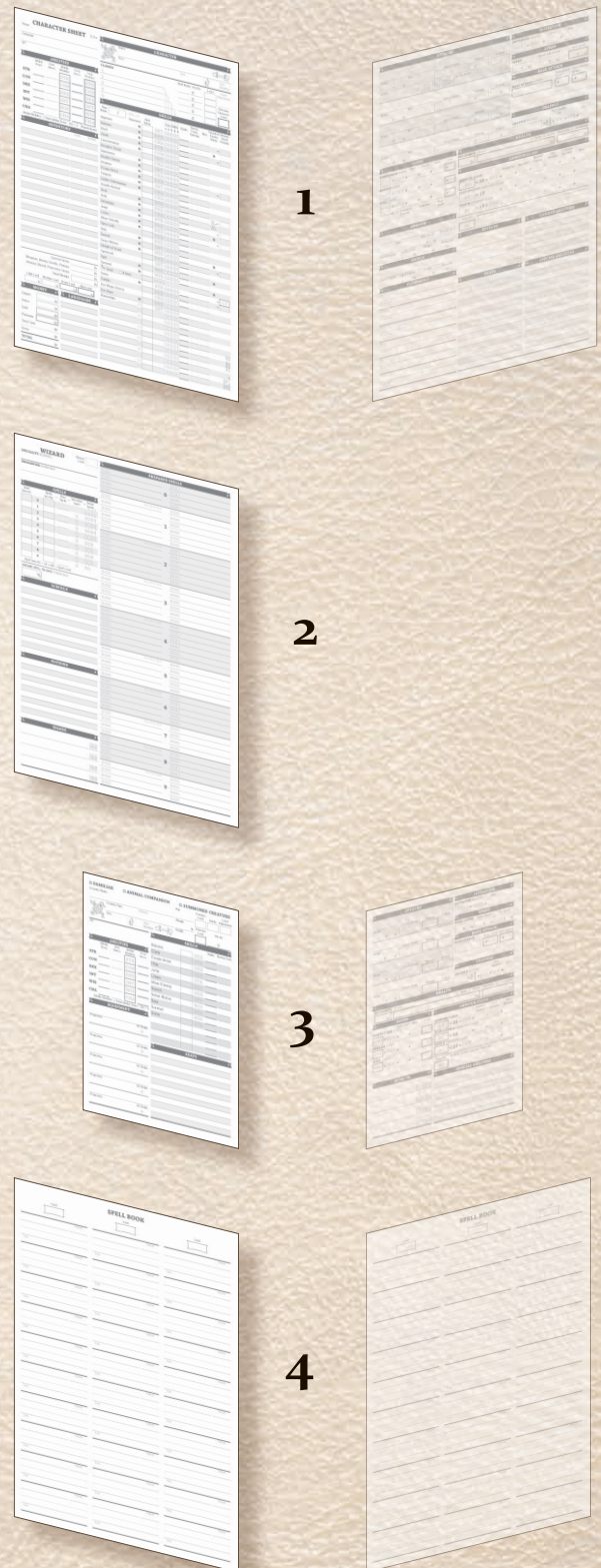
## Support pages

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

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

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

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



*Example of a wizard's pages:*

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

## HOW TO USE

These sheets do not replace the Pathfinder books. Your group should always have a copy of the Core Rulebook, and most likely the Bestiary; as well as any books for classes you wish to play, such as the Advanced Players Guide. 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**, **DEX**, **CON**, **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. Even the rationalised rules of Pathfinder vary with each group.

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 Pathfinder Roleplaying Game; they aren't made for Dungeons & Dragons 2<sup>nd</sup>, 3.0, 3.5 or 4<sup>th</sup> Edition, nor for other games based on the d20 system.

On our website you'll find the 3.5 version of these sheets, which includes a version of the cover sheet with blanked out skills that may be useful for other systems.

Pathfinder was designed as a compatible improvement to 3.5, so much of the material written for 3.0 and 3.5 can be adapted to suit it. Combine the class-specific pages from this set with any other sheets you need, or adapt the sheets yourself.

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.

## COPYRIGHT

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

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## LINKS

### Character Sheets

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

### Open source repository

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

### Paizo Publishing LLC

<http://www.paizo.com>

### The Artistic License

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

### Discussion and feedback thread

<http://www.giantitp.com/forums/showthread.php?t=163358>

### D&D Doodles

<http://dandddoodles.blogspot.com>



# PATHFINDER CHARACTER SHEET

Player  
**Joe Furst**

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

XP  
**8106**

## ABILITIES

	Ability Score	Dev Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR	8		-1		
DEX	14		+2		
CON	14		+2		
INT	12		+1		
WIS	16		+3		
CHA	8		-1		

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

## SPECIAL ABILITIES

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

## FEATS

**Track**  
**Scribe Scroll**

## LANGUAGES

**Common**  
**Gnome**  
**Druidic**  
**Orc**

## CHARACTER

**Jonas Patrick Forsyth**

Race  
**Gnome**

Size  
**Small**

Age  
**-1**

Sex  
**Male**

## CLASS

**Druid**

Skill Points  
**4**

Hit Die  
**d8**

Level  
**5**

Level Adjustment  
**0**

Effective Character Level  
**5**

## SKILLS

	Untrained	Skill Name	Class Skills	Rank	Feat	Min	Armor Check Penalty
Aerobatics							
Appraise		3	DEX	1		2	
Bluff			CHA				
Climb			STR	X			-1
Diplomacy			CHA				
Disable Device			DEX				-1
Disguise			CHA				
Escape Artist			DEX				-1
Fly			DEX	X			-1
Handle Animal		4	CHA	X	2		
Heal			WIS	X			
Intimidate			CHA				+2
Linguistics			INT				
Perception		8	WIS	X	2		
Ride		8	DEX	X	4		-1
Sense Motive			WIS				
Sleight of Hand			DEX				-1
Spellcraft		7	INT	X	2		
Stealth			DEX				-1
Survival		10	WIS	X	4		
Swim			STR	X			-1
Use Magical Device			CHA				
Knowledge: Arcana			INT				
Knowledge: Engineering			INT				
Knowledge: Religion			INT				
Knowledge: Nature		7	INT	X	3		
Knowledge: The Planes			INT				
Knowledge: Geography		6	INT	X	2		
Craft: Alchemy		10	INT	X	4	2	

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

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

Don't forget to add the +3 for class skills, and deduct your Armour Check Penalty (but only if you're wearing armour at the time).

Gnomes get +2 to a selected Craft skill

Plenty of space to fill in new forms of knowledge, crafting, performance or profession.

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

**EXAMPLE**  
**Gnome Druid 5**

INITIATIVE										ATTACKS									
<b>INITIATIVE BONUS</b> Feats: _____ Misc: _____ <div>2 = 2 + _____ + _____</div>										<b>Masterwork Longbow (small)</b> Range: 100 ft 20 sq Type: Piercing Attack Bonus: +6 Damage: d6 Critical: x3 Ammo: Arrows 40									
<b>SPEED</b> SPEED: 20 ft 4 sq Speed with Armour: 20 ft 4 sq Temp Speed: _____ ft _____ sq Water Speed: _____ ft _____ sq Fly Speed: _____ ft _____ sq Climb Speed: _____ ft _____ sq										<b>Masterwork Quarterstaff (small)</b> Range: _____ Type: Bludgeoning Attack Bonus: +3 / +3 Damage: d4 Critical: x2									
<b>BASE ATTACK</b> BASE ATTACK BONUS: +3 MELEE ATTACK: +2 RANGED ATTACK: +5 Temp Attack Bonus: +1 Miscs: 1 Benefits: _____ Marks: _____ Power Attack: _____ Temp Damage Bonus: +1 Miscs: 1 Benefits: _____ Marks: _____ Power Attack: _____										Range: _____ Type: _____ Attack Bonus: _____ Damage: d _____ Critical: x _____ Range: _____ Type: _____ Attack Bonus: _____ Damage: d _____ Critical: x _____ Range: _____ Type: _____ Attack Bonus: _____ Damage: d _____ Critical: x _____									
<b>COMBAT MANOEUVRES</b> COMBAT MANOEUVRE BONUS: 7 = -1 + 3 + -1 + _____ COMBAT MANOEUVRE DEFENSE: 13 = 10 + -1 + DEX 2 + 3 + -1 + _____										<b>SAVES</b> FORTITUDE SAVE: 6 = CON 2 + 4 + _____ + _____ REFLEX SAVE: 3 = DEX 2 + 1 + _____ + _____ WILL SAVE: 7 = WIS 3 + 4 + _____ + _____									
<b>HEALTH</b> HIT POINTS: 28 hp 25 21 14 Dying: <input type="checkbox"/> Stable: <input type="checkbox"/> Non-lethal: <input type="checkbox"/> Unconscious: <input type="checkbox"/>										<b>ARMOUR CLASS</b> ARMOUR CLASS: 18 = 10 + 2 + 3 + _____ + _____ - 1 + 2 + _____ HIT-POINTED ARMOUR CLASS: 16 = 10 + 3 + _____ + _____ - 1 + 2 + _____ TOUCH ARMOUR CLASS: 15 = 10 + 2 + _____ + _____ - 1 + 2 + _____									
Temp AC: _____ Spell Resistance: _____ Conditional Modifiers: _____ Damage Reduction: _____										+2 / illusions +4 / giants									
<b>METAMAGIC</b>										<b>COMBAT ABILITIES</b>									



If you use metamagic, you have to apply a Spell Level Adjustment.

If not, you can doodle in the space.


Combat Abilities is a handy collection of the feats, special abilities and other actions you might take.

**EXAMPLE**  
Gnome Druid 5

+2 racial bonus to saves against illusions

Owlbear!

Many thanks to crazyred for the doodles.

INVENTORY		ARMOUR		EQUIPMENT	
Item	Weight	Item	Weight	Item	Weight
Antique walking stick		Studded Leather Armour		Hat / Mask	
Travelling clothes (small)		Properties		Properties	
Sacred robes (small)		Type	Max Speed	Max AC	Max AC
Fake Magic Ring		Light	20 ft 4 in	+5	
Unidentified Ancient Artifact		Check Penalty	Weight	Spell Failure	Armor AC
Evening clothes (small)		-1	20 lb	15 %	+3
		SHIELD			
		Properties			
		Check Penalty	Weight	Spell Failure	Shield AC
			lb	%	AC
Bag of Drugged Nuts					
Maid's outfit (small)					
Unidentified dagger (transmutation magic?)					
Bag of Holding:					
Piano					
King of Argor's head		Amulet of Retributive Healing			
Alchemy Tools		Properties	When healing someone, also receive healing effects myself		
		Shoulders			
		Properties			
		Chest			
		Properties			
		Belts			
		Properties			
		Clothes / Body			
		Properties			
		Arms / Wrists			
		Properties			
		Feet			
		Properties			
		MONEY		VALUABLE ITEMS	
		Copper	19 cp	Letter to the King of Argor	
		Silver	276 sp	King of Argor's Signet Ring	
		Gold	3348 gp		
		Platinum	62 pp		
		Total	3995.79		
		50 coins weigh 1 lb			
		Debits			
		Valuables			
		Other items			
		Total			
Carried Items	lb				
Light Load	20 lb				
Medium Load					
Heavy Load					
Max Load					

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

9

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

## DRUID

Character Level  
5  
Level Modifier  
+0

NAME

Garl Glittergold



### SPELLS

Spell Name DC	Spells per day	Perce. Spells	Bonus Spells
13	0	4	4
14	1	4	3
15	2	3	2
16	3	2	1
17	4	1	0
18	5	0	0
19	6	0	0
20	7	0	0
21	8	0	0
22	9	0	0

Spell Name DC = 10 + WIS + Spell Level

Concentration ☐ = WIS + ☐ Character Level

### NATURE BOND

☒ ANIMAL COMPANION ☐ DOMESTIC

Animal Companion's Name

Sugarmuffin

Creature Type

War Pony

### WILD SHAPE

Times per day

1

Times Today

☒ ☐ ☐ ☐

Current Shape

Wolf

### WANDS

Cure Moderate Wounds

2d8 + 5

20

☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒

Produce Flan

Defective Item

50

☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

20

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

20

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

20

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

### PREPARED SPELLS

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

### SCROLLS

Summon Monster II  
Mage Armour

### POTIONS

Holy Water x 3  
Enlarge Person  
Shrink Person  
Haste

Spell DC: +1 for illusion

Cantrips are free in Pathfinder.

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

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





EXAMPLE  
Gnome Druid 5



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

*Don't forget the size modifier.*

WILD SHAPE				Overall Level <div><span style="font-size: 1.5em;">5</span></div>	Creature Type <span style="color: red;">Wolf</span>	Size Medium
<b>ABILITIES</b>						
Ablity Score	Dex Bonus	Temp Bonus	Ablity Modifier			
<b>STR</b> 13			+7			
<b>DEX</b> 15			+2			
<b>CON</b> 15			+2			
<i>Ablity Modifier = (Total Ablity Score - 10) ÷ 2</i>						
<b>COMBAT</b>						
Initiative Bonus		Misc	Initiative			
<b>2</b> = <b>2KX</b> +						
<b>SPEED</b>		Temp Speed				
50 ft sq						
<b>COMBAT MANOEUVRES</b>						
Combat Manoeuvre		Ste Modif	Misc			
<b>4</b> = <b>Base</b> + <b>App</b> + <b>STR</b> +						
Combat Manoeuvre						
Distance		Ste Modif	Collection Modif	Misc	Modif Bonus	
<b>16</b> = <b>10</b> + <b>Str</b> + <b>DEX</b> +					+	
<b>ARMOUR CLASS</b>						
Platral Armour		Ste Modif	Misc Modif			
<b>14</b> = <b>10</b> + <b>DEX</b> + 2 -			+			
<b>PLAT-BOOTED ARMOUR CLASS</b>						
<b>12</b> = <b>10</b> / + 2 -			+			
<b>TOUGH ARMOUR CLASS</b>						
<b>12</b> = <b>10</b> + <b>DEX</b> / -			+			
Temp AC		Spell Resistance Damage Reduction				
<b>AC</b>		/				
<b>SAVES</b>						
Fortitude Save		Bon	Misc	Temp		
<b>6</b> = <b>CON</b> + 4 +						
<b>REFLEX SAVE</b>						
<b>3</b> = <b>DEX</b> + 1 +						
<b>PORTRAIT</b>						
						
<b>SPECIAL ABILITIES</b>						
Low-light vision						
Scent						
Track (+4)						

WILD SHAPE				Model Level	Creature Type	Size
				5	Brown Bear	Large
ABILITIES				ATTACKS		
Ability Score	Dex Bonus	Temp Bonus	Ability Modifier			
STR 27			+8			
DEX 13			+4			
CON 19			+4			
Ability Modifier = (Total Ability Score - 10) ÷ 2						
COMBAT				CLAWS		
Initiative Bonus		Initiative				
1		1				
HP/KO		Temp Special				
40 ÷ 8 sq						
COMBAT MANOEUVRES				IMPROVED GRAB		
Combat Manoeuvre		Size Modifier				
12 = 10 + 1 + 8 + 1						
Combat Manoeuvre		Size Modifier				
23 = 10 + 1 + 8 + 1						
ARMOUR CLASS				SAVES		
Armour Class		Size Modifier				
15 = 10 + 1 + 5 - 1						
FLAT-FOOTED ARMOUR CLASS				FORTITUDE SAVE		
14 = 10 + 5 - 1				8 = 10 + 4		
TOUGH ARMOUR CLASS				REFLEX SAVE		
10 = 10 + 1 - 1				2 = 10 + 1		
SPECIAL ABILITIES				PORTRAIT		
Low-light vision Scent						
Endurance +4 Swim						
Run						
Track						

*The most  
important bit:  
the picture.*



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

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + - -

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + - +

COMBAT MANOEUVRES

COMBAT MANEUVER BONUS Base Attack Bonus Size Modifier Misc

CMB = STR + BAB + +

COMBAT MANEUVER DEFENCE Base Attack Bonus Size Modifier Morale Bonus Misc

CMD = 10 + STR + DEX + BAB + + + +

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

hp hp hp

ARMOUR CLASS

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

AC = 10 + DEX + + + - + +

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + + + - + +

TOUCH ARMOUR CLASS

AC = 10 + DEX / / / - + +

Temp AC Spell Resistance Conditional Modifiers

AC

Damage Reduction

/

METAMAGIC


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
Ammo	#		Special Ammo	#

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	x

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

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = CON + + + +

REFLEX SAVE

REF = DEX + + + +

WILL SAVE

WILL = WIS + + + +



☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS


[illegible]

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

## MONEY

Copper		cp
Silver		sp
Gold		gp
Platinum		pp
Total		

## WANDS

[illegible]

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

Properties			
Check Penalty	Weight	Spell Failure	Shield AC
	lb	%	AC
			

Hands
Properties
Ring
Properties
Ring
Properties

## SCROLLS

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. On the left side, there is a vertical margin line, creating a narrow left margin. The paper appears to be from a notebook or a standard ruled document.

EQUIPMENT	
Hat / Mask	
Properties	
Headband	
Properties	
Eyes	
Properties	
Neck / Throat	
Properties	
Shoulders	
Properties	
Chest	
Properties	
Belts	
Properties	

Properties
Clothes / Body
Properties
Arms / Wrists
Properties
Feet
Properties

## POTIONS

---

---

---

---

---

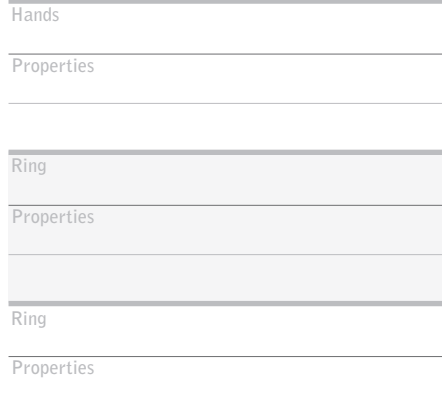
---

[illegible]

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

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

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

[illegible]

EQUIPMENT	
Hat / Mask	
Properties	

## Properties

[illegible]

## Player

## Campaign

XP

## ABILITIES

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

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

### ◆ SPECIAL ABILITIES ◆

## FEATS

## CHARACTER

Name

Race

Size

Size

Modifier

## CLASSES

□ 1 BARBARIAN!

□ 2

**3**

4

5

### Skill Ranks

Hit Die

Level

Level

### Adjustment

Effective

Character

Level

1

## SKILLS

[illegible]



# BARBARIAN!

Barbarian  
Level

## BARBARIAN

Barbarian  
Level

1

☐

{ Fast Movement  
**RAGE!**

2

☐

Uncanny Dodge

3

☐

Trap Sense +1

5

☐

Improved Uncanny Dodge

6

☐

Trap Sense +2

7

☐

Damage Reduction 1/—

9

☐

Trap Sense +3

10

☐

Damage Reduction 2/—

11

☐

Greater **RAGE!**

12

☐

Trap Sense +4

13

☐

Damage Reduction 3/—

14

☐

Indomitable Will

15

☐

Trap Sense +5

16

☐

Damage Reduction 4/—

17

☐

Tireless **RAGE!**

18

☐

Trap Sense +6

19

☐

Damage Reduction 5/—

20

☐

Mighty **RAGE!**

## RAGE!

**RAGE! DURATION**  
PER DAY

Barbarian  
Level

Misc

**RAGE!**  
TODAY

rds = 2 + **CON** + (  × 2 ) +

rds

**STRENGTH**  
**SCORE**  
**BONUS**

**CONSTITUTION**  
**SCORE**  
**BONUS**

**WILL**  
**SAVE**  
**BONUS**

**ARMOUR**  
**CLASS**  
**PENALTY**

**RAGE!**

4

4

2

-2

**GREATER RAGE!**

6

6

3

-2

**MIGHTY RAGE!**

7

7

4

-2

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

**STR**

**CON**

**AC**

**FATIGUED**  
**DURATION**

**RAGE!**  
Duration

Strength Score  
Penalty: -2

Dexterity Score  
Penalty: -2

rds =  ÷ 2

**S-1R**

**D-1X**

Cannot rage, run or charge  
while fatigued.

## RAGE! POWERS

**RAGE! POWERS**  
KNOWN

Barbarian  
Level

Misc

= (  ÷ 2 ) +

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

BARD

Bard Level

Level Bonus

+

Caster Level

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

Concentration

= CHA +

Caster Level

ARCANE SPELL FAILURE THRESHOLD

%

Bards can wear light armour without risking spell failure.

BARDIC KNOWLEDGE

BARDIC KNOWLEDGE BONUS

Bard Level

Misc

$$\text{Bardic Knowledge Bonus} = \left( \frac{\text{Bard Level}}{2} \right) + \text{Misc}$$

Bards can use all knowledge skills untrained.

PERFORMANCES

ROUNDS PER DAY

Bard Level

$$\text{Rounds per Day} = 2 + \left( \frac{\text{Bard Level}}{2} \right) + \text{CHA}$$

Rounds Today

WILL SAVE DC

Bard Level

$$\text{Will Save DC} = 10 + \left( \frac{\text{Bard Level}}{2} \right) + \text{CHA}$$

FASCINATE

AUDIENCE MAX FASCINATED

Bard Level

$$\text{Audience Max Fascinated} = \left( \frac{\text{Bard Level}}{3} \right) + 2$$

COURAGE BONUS

COMPETENCE BONUS

INSPIRE

INSPIRE GREATNESS MAX AFFECTED

Bonus hit dice + 2d10 (including CON)  
Competence +2 to attack  
+1 to fortitude saves

INSPIRE HEROICS MAX AFFECTED

Saving bonus + 4 to all saves  
Dodge bonus +4 to AC

LORE MASTER

TAKE 10

Unlimited uses per day

TAKE 20 PER DAY

Take 20 Today

KNOWN SPELLS

0

1

2

3

4

5

6

VERSATILE PERFORMANCE

Use bonus in place of...

- ☐ Act
- ☐ Comedy
- ☐ Dance
- ☐ Keyboard Instruments

Bluff, Disguise  
Bluff, Intimidate  
Acrobatics, Fly  
Diplomacy, Intimidate

Other:

- ☐
- ☐
- ☐

Use bonus in place of...

- ☐ Oratory
- ☐ Percussion
- ☐ Sing
- ☐ String
- ☐ Wind Instruments

Diplomacy, Sense Motive  
Handle Animal, Intimidate  
Bluff, Sense Motive  
Bluff, Diplomacy  
Diplomacy, Handle Animal

SCROLLS

POTIONS



## DRUID

Caster  
Level

+

## DEITY



## SPELLS

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

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

### Concentration

$$= \text{WIS} +$$
Caster  
Level

## NATURE BOND

☒ ANIMAL COMPANION    ☐ DOMAIN

Animal Companion's Name

### Creature Type

## WILD SHAPE

Times per day

Times Today

### Current Shape

## WANDS

## CHARGES

A 3x10 grid of squares. The first three columns have all squares. The fourth column has one square in the middle row. The next three columns have all squares. The sixth column has one square in the middle row. The next three columns have all squares. The tenth column has one square in the middle row.

## CHARGES

## CHARGES

## CHARGES

## CHARGES

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS



WILD SHAPE

Druid Level

Creature Type

Size Modifier

ABILITIES

Ability Score

Item Bonus

Temp Bonus

Ability Modifier

STR

STR

DEX

DEX

CON

CON

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

COMBAT

INITIATIVE BONUS

Misc

Initiative

INIT

=

DEX

+

SPEED

Temp Speed

ft

sq

ft

sq

COMBAT MANOEUVRES

COMBAT MANEUVRE BONUS

Size Modifier

Misc

CMB

=

Base Attack

+

STR

+

+

COMBAT MANEUVRE DEFENCE

Size Modifier

Deflection Modifier

Misc

Morale Bonus

CMD

=

10

+

Base Attack

+

STR

+

DEX

+

+

+

ARMOUR CLASS

Natural Armour

Size Modifier

Misc Modifier

AC

=

10

+

DEX

+

-

+

FLAT-FOOTED ARMOUR CLASS

AC

=

10

/

+

-

+

TOUCH ARMOUR CLASS

AC

=

10

+

DEX

/

-

+

Temp AC

Spell Resistance

Damage Reduction

AC

/

SPECIAL ABILITIES

ATTACKS

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

Size Modifier

Deflection Modifier

Misc

Morale Bonus

+

SAVES

Base

Misc

Temp

FORTITUDE SAVE

FORT

=

CON

+

+

REFLEX SAVE

REF

=

DEX

+

+

PORTRAIT

WILD SHAPE

Druid Level

Creature Type

Size Modifier

ABILITIES

Ability Score

Item Bonus

Temp Bonus

Ability Modifier

STR

STR

DEX

DEX

CON

CON

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

COMBAT

INITIATIVE BONUS

Misc

Initiative

INIT

=

DEX

+

SPEED

Temp Speed

ft

sq

ft

sq

COMBAT MANOEUVRES

COMBAT MANEUVRE BONUS

Size Modifier

Misc

CMB

=

Base Attack

+

STR

+

+

COMBAT MANEUVRE DEFENCE

Size Modifier

Deflection Modifier

Misc

Morale Bonus

CMD

=

10

+

Base Attack

+

STR

+

DEX

+

+

+

ARMOUR CLASS

Natural Armour

Size Modifier

Misc Modifier

AC

=

10

+

DEX

+

-

+

FLAT-FOOTED ARMOUR CLASS

AC

=

10

/

+

-

+

TOUCH ARMOUR CLASS

AC

=

10

+

DEX

/

-

+

Temp AC

Spell Resistance

Damage Reduction

AC

/

SPECIAL ABILITIES

ATTACKS

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

Size Modifier

Deflection Modifier

Misc

Morale Bonus

+

SAVES

Base

Misc

Temp

FORTITUDE SAVE

FORT

=

CON

+

+

REFLEX SAVE

REF

=

DEX

+

+

PORTRAIT

# MONK

Monk  
Level

## ARMOUR CLASS BONUS

### AC BONUS

+ AC

### CMD BONUS

+ CMD

$$\left. \begin{array}{l} + AC \\ + CMD \end{array} \right\} = WIS + \left( \frac{\text{Monk Level}}{4} \right)$$

Only applied when unarmoured, unencumbered and not helpless

The maximum bonus to AC and CMD is 5

## FLURRY OF BLOWS

### FLURRY ATTACK BONUS

## UNARMED STRIKE

### UNARMED STRIKE DAMAGE ROLL

 d

## STUNNING FIST

Monk  
Level

- |           |           |  |
|-----------|-----------|--|
| <b>1</b>  | Stunned   | No action this round<br>Lose DEX bonus to AC; -2 AC  |
| <b>4</b>  | Fatigued  | Cannot run or charge<br>-2 Strength and Dexterity  |
| <b>8</b>  | Sickened  | -2 to attack rolls, damage rolls,<br>saving throws, skill and ability checks   |
| <b>12</b> | Staggered | May make a standard or move action,<br>but not both  |
| <b>16</b> | Blinded   | Lose DEX bonus to AC; -2 AC<br>-4 on STR and DEX skills, opposed Perception<br>50% miss chance when attacking<br>DC 10 Acrobatics to move more than half speed |
|           | or        |  |
|           | Deafened  | -4 initiative; 20% miss chance when attacking<br>-4 on opposed Perception<br>automatically fail Perception checks for sound                                    |
| <b>20</b> | Paralysed | No action this round<br>Lose DEX bonus to AC; -2 AC  |

## WHOLENESS OF BODY

### HEALING POINTS

Monk Level

$$\text{Healing Points} = \text{Monk Level}$$

## DIAMOND SOUL

### SPELL RESISTANCE

Monk Level

$$\text{Spell Resistance} = 10 + \text{Monk Level}$$

## QUIVERING PALM

### QUIVER DAYS

Monk Level

$$\text{Quiver Days} = \text{Monk Level}$$

### FORTITUDE

### SAVE DC

Monk Level

$$\text{Fortitude Save DC} = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

## PERFECT SELF

### Treated as an Outsider

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

Damage reduction 10/chaotic

# MONK

Monk  
Level

Bonus  
Feats

### Armour Class Bonus

**1**

■

Flurry of Blows  
Unarmed Strike  
Stunning Fist

Use a full attack action for more attacks  
Treat hands as weapons  
Stun (or other effects) target for one round

**2**

■

Evasion

Avoid all damage on successful reflex

**3**

Fast Movement **+10 ft**  
Maneuvre Training  
Still Mind

Use monk level in place of BAB for calculating CMB  
+2 saving throws against enchantment

**4**

Ki Pool (magic)  
Slow Fall **20 ft**

Treat unarmed attacks as magic weapons  
Reduce effective falling height using wall

**5**

High Jump  
Purity of Body

Add monk level to Acrobatics checks for jumping  
+20 to jump checks - **1 ki point**  
Immune to all diseases

**6**

■

Fast Movement **+20 ft**  
Slow Fall **30 ft**

**7**

Wholeness of Body

Heal your own wounds - **2 ki points**

**8**

Slow Fall **40 ft**

**9**

Improved Evasion  
Fast Movement **+30 ft**

Avoid all damage on successful reflex

**10**

■

Ki Pool (lawful)  
Slow Fall **50 ft**

Treat unarmed attacks as lawful weapons

**11**

Diamond Body

Immune to all poisons

**12**

Abundant step  
Fast Movement **+40 ft**  
Slow Fall **60 ft**

Slip magically between spaces - **2 ki points**

**13**

Diamond Soul

Spell resistance

**14**

■

Slow Fall **70 ft**

**15**

Quivering Palm  
Fast Movement **+50 ft**

Delayed death

**16**

Ki Pool (adamantine)  
Slow Fall **80 ft**

Treat unarmed attacks as adamantite weapons

**17**

Timeless Body  
Tongue of the Sun and Moon

No age penalties or artificial aging  
Speak with any living creature

**18**

■

Fast Movement **+60 ft**  
Slow Fall **90 ft**

**19**

Empty Body

Assume etherial state for 1 minute - **3 ki points**

**20**

Perfect Self  
Slow Fall **Any distance**

Treated as outsider

## KI POOL

### KI POOL

### CAPACITY

Monk Level

$$\text{Ki Pool Capacity} = \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

Ki Pool



# PALADIN

Paladin  
Level

Paladin  
Level - 3 = Caster  
Level

DEITY



## DIVINE BOND

☐ SPECIAL MOUNT

☐ BONDED WEAPON

Name

Type

☐ Summoned  
Today

Enhancements

## SPELLS

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+

Bonus Spells  
WIS

1

2

3

4

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

Spell Save DC = 10 + WIS + Spell Level

Concentration

☐

= **CHA** +

Caster  
Level

## CHANNEL POSITIVE ENERGY

Channelling positive energy uses up two of today's  
uses of Lay On Hands.

ENERGY  
ROLL

Paladin  
Level

Misc

d6

=

(

÷ 2

) +

(Round up)

WILL

SAVE DC

Paladin  
Level

=

10 +

(

÷ 2

) +

**CHA**

(Round down)

## MERCIES

## WANDS

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARGES

#

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## PREPARED SPELLS

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

1

2

3

4

## SMITE EVIL

### SMITINGS

PER DAY

Smitings Today

☐ ☐ ☐

☐ ☐ ☐

### SMITING ATTACK BONUS

Weapon Attack Bonus

☐

=

☐

+

**CHA**

### SMITING DAMAGE BONUS

Weapon  
Damage  
Bonus

Paladin  
Level

+ ☐

=

+ ☐

+

☐

Smiting damage bonus applies double for the  
first successful strike against evil outsiders,  
evil dragons and the undead.

## LAY ON HANDS

### USES

PER DAY

Paladin  
Level

Uses Today

☐

=

(

÷ 2

) +

**CHA**

(Round down)

☐ ☐ ☐ ☐

### HEALING HIT POINTS

Paladin  
Level

Misc

☐ d6

=

(

÷ 2

) +

☐

(Round down)

## SCROLLS

## POTIONS

## Player

## Campaign

XP

## ABILITIES

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

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

## SPECIAL ABILITIES

## FEATS

## LANGUAGES

## CHARACTER

Name

Race

Size

Size

Modifier

## CLASSES

- ❑ **1 Ranger**

□ 2

**3**

4

5

### Skill Ranks

Hit Die

Level

Level

Adjustment

Effective  
Character  
Level

## SKILLS

[illegible]

Other skills:

Craft - INT	Knowledge - INT
Perform - CHA	Profession - WIS



# ROGUE

Rogue  
Level

## ROGUE

Rogue  
Level

**1** ☐ { Trapfinding  
Sneak Attack

**2** ☐ Evasion

**4** ☐ Uncanny Dodge

**8** ☐ Improved Uncanny Dodge

**10** ☐ Advanced Talents

**20** ☐ Master Strike

## TRAPS

Perception  
Rogue  
Level

Locate Traps

$$\boxed{\phantom{000}} = \text{Perception} + \left( \frac{\text{Rogue Level}}{2} \right)$$

Disable  
Device  
Rogue  
Level

Disable Traps

$$\boxed{\phantom{000}} = \text{Disable Device} + \left( \frac{\text{Rogue Level}}{2} \right)$$

### TRAP SENSE REFLEX BONUS

Rogue  
Level  
Misc

$$+ \boxed{\phantom{000}} = \left( \frac{\text{Rogue Level}}{3} \right) + \text{Misc}$$

## SNEAK ATTACK

### SNEAK DAMAGE BONUS

Rogue  
Level  
Misc

$$\boxed{\phantom{000}} \text{ d6} = \left( \frac{\text{Rogue Level}}{2} + 1 \right) + \text{Misc}$$

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.

On ranged attacks, it only applies within 30 ft.

It is not multiplied by critical hits.

It cannot be non-lethal unless using a non-lethal weapon.

## MASTER STRIKE

From level 20, a successful sneak attack can also deliver one of:

- Sleep for 1d4 hours
- Paralyzed for 2d6 rounds
- Slain

### MASTER STRIKE FORTITUDE DC

Rogue  
Level

$$\boxed{\phantom{000}} = 10 + \left( \frac{\text{Rogue Level}}{2} \right) + \text{INT}$$

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.

## ROGUE TALENTS

### TALENTS KNOWN

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

$$\boxed{\phantom{000}} = \left( \frac{\text{Rogue Level}}{2} \right) + \text{Misc} \quad (\text{Round down})$$

1

2

3

4

5

6

7

8

9

10

11

12

13

14

SORCERER

Caster Level

Level Bonus

+

BLOODLINE

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

KNOWN SPELLS

0

1

2

3

4

5

6

7

8

9

WIZARD

Caster Level

Level Bonus

+

SPELL SCHOOLS

SPECIALITY SCHOOL

OPPOSED SCHOOLS

Spells from your opposed schools cost two slots to prepare.

ARCANE BOND

☐ FAMILIAR ☐ BONDED OBJECT

SPELLS

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

Spell Save DC = 10 + INT + Spell Level

Concentration

=

INT

+

Caster Level

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

CHARGES #

CHARGES #

CHARGES #

PREPARED SPELLS

0

Speciality Spell

1

2

3

4

5

6

7

8

9

# ALCHEMIST

Caster  
Level

## ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 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"/>

Extract Save DC = 10 + INT + Extract Level

## DISCOVERIES

DISCOVERIES  
KNOWN

Alchemist  
Level

Misc

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}}$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

## POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+

From level 10: ☐ Immune to all poisons

## EXTRACTS

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

## MUTAGENS

Strength Bonus	<b>+ STR</b>	→	<b>- INT</b>	Intelligence Penalty	<b>+ AC</b>	Natural Armour Bonus
Dexterity Bonus	<b>+ DEX</b>	→	<b>- WIS</b>	Wisdom Penalty		
Constitution Bonus	<b>+ CON</b>	→	<b>- CHA</b>	Charisma Penalty		
					<b>DURATION</b>	Alchemist Level
					<input type="text"/> mins	= 10 mins × <input type="text"/>

## BOMBS

Alchemist Level	÷ 2	INT
(Round up)		
<b>FIRE DAMAGE</b>		
<input type="text"/>	d6 +	<input type="text"/>
<b>SPLASH DAMAGE</b>		
<input type="text"/>		
<b>SPLASH REFLEX SAVE DC</b>		
<input type="text"/>	= 10 +	<input type="text"/> ÷ 2 + INT
Splash damage is equal to a minimum roll of direct damage.		(Round down)

OTHER DAMAGE

+

# CAVALIER

Cavalier  
Level

## ORDER

### EDICTS

### ABILITIES

☐ Level  
**2**

☐ Level  
**8**

☐ Level  
**15**

## CHALLENGE

### CHALLENGES PER DAY

Cavalier  
Level

Misc

= (  ÷ 3 ) +  (Round up)

Challenges Today ☐☐☐☐☐

### MELEE DAMAGE BONUS

Cavalier  
Level

Misc

=  +

Take -2 penalty to AC against any enemy except challenged target

☐ Level **17** Challenged target suffers -2 penalty to AC against any target other than you.

### CAVALIER ORDER — CHALLENGE ABILITY

## SKILLS

☐ Level  
**4** **EXPERT  
TRAINER**

=

Cavalier  
Level ÷ 2

Training  =  +  Handle Animal Bonus

When training an animal to serve as a mount

### CAVALIER ORDER — SKILLS

## BANNER

☐ Level  
**5**

=

Cavalier  
Level ÷ 5

Attack Bonus  +  =

Saving Throw Bonus  +  =  + 1

☐ Level **14** + 2 Bonus to saves against charm and compulsion effects.

## MOUNT

Name

Creature type

Mounted Speed

ft sq

### CHARGE

Attack Bonus

Damage

Critical Range

☐ Level **3** **Cavalier's Charge** + 4  
No Armour Check penalty when charging.

☐ Level **11** **Mighty Charge** × 2  
Free bull rush, disarm, sunder or trip on successful charge; no Attack of Opportunity.

☐ Level **20** **Supreme Charge** × 2 / × 3  
On critical hit, target is stunned (or staggered if they pass a Will save) for 1d4 rds. (damage is triple only if using a lance)

Charge attack

Attack Bonus

Damage

Critical

d

×

## TACTICIAN

### FEAT SHARING PER DAY

Cavalier  
Level

Misc

Feat Sharing  
Today

= 1 + (  ÷ 5 ) +

☐☐☐☐☐

### FEAT SHARING DURATION

Cavalier  
Level

Misc

Rounds Shared  
This Encounter

rds = 1 + (  ÷ 2 ) +

☐☐☐☐☐☐☐☐

### TEAMWORK FEATS

☐ Level  
**9**

☐ Level  
**17**

# INQUISITOR

Caster  
Level

DEITY



## DOMAIN

Domain

Granted Powers

## SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

The inquisitor cannot cast spells of an alignment opposed to her own or her deity's.

## SKILLS

### MONSTER LORE

Knowledge  = **WIS** + Knowledge Bonus

When identifying the abilities and weaknesses of creatures.

### STERN GAZE

Bonus

=

Inquisitor Level ÷ 2

Intimidate  =  + Intimidate Bonus

Sense Motive  =  + Sense Motive Bonus

Level 2 Track  =  + Survival Bonus

## TEAMWORK FEATS

Level 3 **CURRENT FEATS**  =  ÷ 3 +

☐

☐

☐

☐

☐

☐

## BANE

Level 5 Creature Type

5

**BANE ROUNDS PER DAY** Inquisitor Level  =  +  Bane Rounds Today ☐

rds =  +  ☐

## DISCERN LIES

**DISCERN LIES PER DAY** Inquisitor Level  =  +  Discern Lies Today ☐

=  +  ☐

## KNOWN SPELLS

0

1

☐

2

☐

3

☐

4

☐

5

☐

6

☐

## JUDGEMENT

**5-LEVEL BONUS**

Inquisitor Level

= 1 + (  ÷ 5 )

**3-LEVEL BONUS**

Inquisitor Level

= 1 + (  ÷ 3 )

### JUDGEMENTS PER DAY

=  +  Judgements Today ☐

Judgement effects apply only during combat

Level 8

Use 2 judgements at once

Level 16

Use 3 judgements at once

Level 17

### SLAYER

Select one judgement at start of combat to apply its bonus at 5 levels higher

### TRUE JUDGEMENT

Invoke True Judgement on one attack. If successful, the target must pass a Fortitude save or die. That target is then immune to True Judgement for 24 hours.

**FORTITUDE SAVE DC**

Inquisitor Level

= (  ÷ 2 ) + **WIS**

### Destruction

Damage bonus

+

3-Level Bonus

### Healing

Fast healing per round

+

3-Level Bonus

### Justice

Attack bonus

+

5-Level Bonus  
From level 10, bonus doubles to confirm critical hits

### Piercing

Overcome spell resistance

+

3-Level Bonus

### Protection

Armour class bonus

+

5-Level Bonus  
From level 10, bonus doubles against critical hits

### Purity

Saving throw bonus

+

5-Level Bonus

### Resilience

Damage reduction

+

5-Level Bonus

### Resistance

Energy resistance bonus

+

3-Level Bonus × 2

### Smiting

Weapon counts as magical

From level 6, weapon counts as aligned

From level 10, weapon counts as adamantite

+

+

+



Caster Level	
--------------	--

Summoner Level	
1	<input type="checkbox"/> { Eidolon Life Link Summon monster I
2	<input type="checkbox"/> Bond Senses
3	<input type="checkbox"/> Summon monster II
4	<input type="checkbox"/> Shield ally
5	<input type="checkbox"/> Summon monster III
6	<input type="checkbox"/> Maker's call
7	<input type="checkbox"/> Summon monster IV
8	<input type="checkbox"/> Transposition
9	<input type="checkbox"/> Summon monster V
10	<input type="checkbox"/> Aspect
11	<input type="checkbox"/> Summon monster VI
12	<input type="checkbox"/> Greater shield ally
13	<input type="checkbox"/> Summon monster VII
14	<input type="checkbox"/> Life bond
15	<input type="checkbox"/> Summon monster VIII
16	<input type="checkbox"/> Merge forms
17	<input type="checkbox"/> Summon monster IX
18	<input type="checkbox"/> Greater aspect
19	<input type="checkbox"/> Gate
20	<input type="checkbox"/> Twin eidolon

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

### ARCANE SPELL FAILURE THRESHOLD

%

[illegible]

KNOWN SPELLS		
	0	
	1	
	2	
	3	
	4	
	5	
	6	

[illegible][illegible]

**EIDOLON**



Name

---

Base Form

☒ MALE  
 ☐ FEMALE

☐ M  
 ☐ F



Size



Size

Modifier

**SUMMONER  
LEVEL**

	<b>SUMMONER LEVEL</b>	Hit Dice	Base Attack Bonus	Max Attacks	Skill Ranks	Feats
		d10	<div></div>			
<b>EVOLUTION POOL</b>		Armour Bonus	Saves		Good saves:	
		<div></div>	(Good)	(Bad)	<input type="checkbox"/> <b>FORT</b> <input type="checkbox"/> <b>REF</b> <input type="checkbox"/> <b>WILL</b>	
<div></div>			/			

[illegible]

Other skills:  
Craft - INT  
Perform - CHA





# CHARACTER BACKGROUND

Name

Origin

## PORTRAIT

## APPEARANCE

Race



Age

Height

Weight

Eyes

Hair

Defining Features

Preferred Clothing

## PERSONALITY

Motivations

Fears

Likes

Dislikes

Quirks

## ORIGINS

Parents

FRIENDLY  
□□□□  
HOSTILE



Country

/ Region

/ Town

FRIENDLY  
□□□□  
HOSTILE



## AFFILIATIONS

Religion

FRIENDLY  
□□□□  
HOSTILE



Employer

FRIENDLY  
□□□□  
HOSTILE



Current Country

/ Region

/ Town

FRIENDLY  
□□□□  
HOSTILE



Affiliation

FRIENDLY  
□□□□  
HOSTILE



Affiliation

FRIENDLY  
□□□□  
HOSTILE



## FRIENDS AND FOES

FRIENDLY  
□□□□  
HOSTILE



FRIENDLY  
□□□□  
HOSTILE



FRIENDLY  
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HOSTILE



## PARTY FUNDS

	Value	Weight

Copper		cp
Silver		sp
Gold		gp
Platinum		pp
Total		

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

## QUEST ITEMS

[illegible]

## CONTAINER

## CONTAINER

[illegible]

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

## NOTES




SPELL BOOK

Level

School

Cost

Level

School

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SPELL BOOK

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FAMILIAR
 ANIMAL COMPANION
 MOUNT
 SUMMONED CREATURE

Creature Name
 Age
 Creature Level

Creature Type
 Subtype
 Weight
 Height
 HIT DICE
 d
 Skills
 Ranks
 Racial, Feats

XP

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

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

EQUIPMENT

TRICKS / FEATS / SPECIAL ABILITIES

PORTRAIT

HEALTH
 HIT POINTS
 Wounds
 Dying
 Stable
 Non-lethal
 Unconscious
 hp

COMBAT
 INITIATIVE BONUS
 Misc
 INIT
 DEX

BASE ATTACK
 Temp Attack
 Temp Damage
 Range
 Attack Bonus
 Damage
 Critical

BASIC SPEED
 Swim Speed
 Fly Speed
 ft
 sq

COMBAT MANOEUVRES
 COMBAT MANEUVRE BONUS
 Size Modifier
 Misc
 CMB
 STR

COMBAT MANEUVRE DEFENCE
 Size Modifier
 Deflection Modifier
 Misc
 Morale Bonus
 CMD
 STR
 DEX

DEFENCE
 ARMOUR CLASS
 Armour & Shield
 Size Modifier
 Misc
 AC
 DEX

FLAT-FOOTED ARMOUR CLASS
 AC

TOUCH ARMOUR CLASS
 AC

TEMP AC
 Spell Resistance
 Damage Reduction
 AC

COMBAT ABILITIES

EFFECTS

FORTITUDE SAVE
 Base Save
 Misc
 Temp
 FORT
 CON
 REFLEX SAVE
 REF
 DEX
 WILL SAVE
 WILL
 WIS
 Evasion
 Endurance



TIMELINE

Campaign

Era

Page

of

