

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

50 coins weighs 1lb	coins
Debts	
Valuables	
Other items	
Total	

EQUIPMENT	
Hat / Mask	
Properties	
Headband	
Properties	
Eyes	
Properties	
Neck / Throat	
Properties	
Shoulders	
Properties	
Chest	
Properties	
Belts	
Properties	
Clothes / Body	
Properties	
Arms / Wrists	
Properties	
Feet	
Properties	

[illegible]

WIZARD

Caster
Level

Level
Bonus

SPELL SCHOOLS

SPECIALITY SCHOOL

PROHIBITED SCHOOLS

SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Specialist Spell	+ Bonus Spells
0				INT - 4 INT - 8 INT - 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"/>
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

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

PREPARED SPELLS

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

0

1

2

3

4

5

6

7

8

9

SPELL BOOK



School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

FAMILIAR

ANIMAL COMPANION

SUMMONED CREATURE

Creature Name

Age

Creature Level

Ranks

Level Adjustment

Creature Type

Subtype

Weight

lb

Effective Level

Hit die

Size

Size Modifier

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

Balance

Climb

Escape Artist

Hide

Jump

Listen

Move Silently

Search

Sense Motive

Spot

Survival

Swim

EQUIPMENT

Track

Trained

FEATS

PORTRAIT

ATTACKS

INITIATIVE

INITIATIVE BONUS

Misc

INIT = DEX +

SPEED

BASIC SPEED

Swim Speed

Fly Speed

BASE ATTACK

BASE ATTACK

Temp Attack

Temp Damage

GRAPPLE

GRAPPLE BONUS

Size Modifier

Misc

Base Attack

STR

4

HEALTH

HIT POINTS

Wounds

Dying

Stable

Non-lethal

Unconscious

hp

hp

hp

SAVES

Base Save

Misc

Temp

FORTITUDE SAVE

FORT = CON +

REFLEX SAVE

REF = DEX +

WILL SAVE

WILL = WIS +

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

EFFECTS

SPECIAL ABILITIES

000000

000000

000000

000000