

## 0—Level Bard Spells (Cantrips)

Known	Save DC	
Spells Known		Notes
_____:		_____
_____:		_____
_____:		_____
_____:		_____
_____:		_____
_____:		_____

## First—Level Bard Spells

Known	Save DC	Per Day
Cast Today: <input type="checkbox"/>		
Spells Known		Notes
_____:		_____
_____:		_____
_____:		_____
_____:		_____
_____:		_____
_____:		_____

## Second—Level Bard Spells

Known	Save DC	Per Day
Cast Today: <input type="checkbox"/>		
Spells Known		Notes
_____:		_____
_____:		_____
_____:		_____
_____:		_____
_____:		_____
_____:		_____

## Third—Level Bard Spells

Known	Save DC	Per Day
Cast Today: <input type="checkbox"/>		
Spells Known		Notes
_____:		_____
_____:		_____
_____:		_____
_____:		_____
_____:		_____
_____:		_____

## Fourth—Level Bard Spells

Known	Save DC	Per Day
Cast Today: <input type="checkbox"/>		
Spells Known		Notes
_____:		_____
_____:		_____
_____:		_____
_____:		_____
_____:		_____
_____:		_____

## Fifth—Level Bard Spells

Known	Save DC	Per Day
Cast Today: <input type="checkbox"/>		
Spells Known		Notes
_____:		_____
_____:		_____
_____:		_____
_____:		_____
_____:		_____

## Sixth—Level Bard Spells

Known	Save DC	Per Day
Cast Today: <input type="checkbox"/>		
Spells Known		Notes
_____:		_____
_____:		_____
_____:		_____
_____:		_____
_____:		_____

## Bardic Performances

Rounds per Day: \_\_\_\_\_

Rounds Used:

Performance Save DC: \_\_\_\_\_

Bardic Performance	Level	Component
Countersong	1st	Auditory
Distraction	1st	Visual
Fascinate	1st	Visual & Auditory
Inspire Courage + _____	1st	Bard's Choice
Inspire Competence + _____	3rd	Auditory
Suggestion	6th	Auditory
Dirge of Doom	8th	Visual & Auditory
Inspire Greatness	9th	Visual & Auditory
Soothing Performance	12th	Visual & Auditory
Frightening Tune	14th	Auditory
Inspire Heroics	15th	Visual & Auditory
Mass Suggestion	18th	Auditory
Deadly Performance	20th	Visual & Auditory

## 0—Level Cleric Spells (Orisons)

Save DC	Notes
Prepared	
_____	Bleed
_____	Create Water
_____	Detect Magic
_____	Detect Poison
_____	Guidance
_____	Light
_____	Mending
_____	Purify Food and Drink
_____	Read Magic
_____	Resistance
_____	Stabilize
_____	Virtue
_____	_____
_____	_____
_____	_____
_____	_____

## First—Level Cleric Spells

Save DC	Per Day	Notes
_____	_____	Domain Spell: _____
_____	_____	Domain Spell: _____
# Prepared		
_____		Bane
_____		Bless
_____		Bless Water
_____		Cause Fear
_____		Command
_____		Comprehend Languages
_____		Cure Light Wounds
_____		Curse Water
_____		Deathwatch
_____		Detect Chaos/Evil/Good/Law _____
_____		Detect Undead
_____		Divine Favor
_____		Doom
_____		Endure Elements
_____		Entropic Shield
_____		Hide from Undead
_____		Inflict Light Wounds
_____		Magic Stone
_____		Magic Weapon
_____		Obscuring Mist
_____		Protection from Chaos/Evil/Good/Law _____
_____		Remove Fear
_____		Sanctuary
_____		Shield of Faith
_____		Summon Monster I
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____

## Second—Level Cleric Spells

Save DC	Per Day	Notes
_____	_____	Domain Spell: _____
_____	_____	Domain Spell: _____
# Prepared		
_____		Aid
_____		Align Weapon
_____		Augury
_____		Bear's Endurance
_____		Bull's Strength
_____		Calm Emotions
_____		Consecrate
_____		Cure Moderate Wounds
_____		Darkness
_____		Death Knell
_____		Delay Poison
_____		Desecrate
_____		Eagle's Splendor
_____		Enthrall
_____		Find Traps
_____		Gentle Repose
_____		Hold Person
_____		Inflict Moderate Wounds
_____		Make Whole
_____		Owl's Wisdom
_____		Remove Paralysis
_____		Resist Energy
_____		Restoration, Lesser
_____		Shatter
_____		Shield Other
_____		Silence
_____		Sound Burst
_____		Spiritual Weapon
_____		Status
_____		Summon Monster II
_____		Undetectable Alignment
_____		Zone of Truth
_____		_____
_____		_____
_____		_____
_____		_____

## Third—Level Cleric Spells

Save DC	Per Day	Notes
_____	_____	Domain Spell: _____
_____	_____	Domain Spell: _____
# Prepared		
_____		Animate Dead
_____		Bestow Curse
_____		Blindness/Deafness
_____		Contagion
_____		Continual Flame
_____		Create Food and Water
_____		Cure Serious Wounds
_____		Daylight
_____		Deeper Darkness

# Cleric Spells

_____	Dispel Magic	_____
_____	Glyph of Warding	_____
_____	Helping Hand	_____
_____	Inflict Serious Wounds	_____
_____	Invisibility Purge	_____
_____	Locate Object	_____
_____	Magic Circle against Chaos/Evil/Good/Law _____	_____
_____	Magic Vestment	_____
_____	Meld into Stone	_____
_____	Obscure Object	_____
_____	Prayer	_____
_____	Protection from Energy _____	_____
_____	Remove Blindness/Deafness _____	_____
_____	Remove Curse	_____
_____	Remove Disease	_____
_____	Searing Light	_____
_____	Speak with Dead	_____
_____	Stone Shape	_____
_____	Summon Monster III	_____
_____	Water Breathing	_____
_____	Water Walk	_____
_____	Wind Wall	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

_____	Tongues	_____
_____	Unholy Blight	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## Fifth—Level Cleric Spells

_____	Save DC _____	_____	Per Day _____	_____
_____	<b>Domain Spell:</b> _____	_____	_____	_____
_____	<b>Domain Spell:</b> _____	_____	_____	_____
_____	<b># Prepared</b>	_____	<b>Notes</b>	_____
_____	Atonement	_____	_____	_____
_____	Break Enchantment	_____	_____	_____
_____	Breath of Life	_____	_____	_____
_____	Command, Greater:	_____	_____	_____
_____	Commune	_____	_____	_____
_____	Cure Light Wounds, Mass _____	_____	_____	_____
_____	Dispel Chaos/Evil/Good/Law _____	_____	_____	_____
_____	Disrupting Weapon	_____	_____	_____
_____	Flame Strike	_____	_____	_____
_____	Hallow	_____	_____	_____
_____	Inflict Light Wounds, Mass _____	_____	_____	_____
_____	Insect Plague	_____	_____	_____
_____	Mark of Justice	_____	_____	_____
_____	Plane Shift	_____	_____	_____
_____	Raise Dead	_____	_____	_____
_____	Righteous Might	_____	_____	_____
_____	Scrying	_____	_____	_____
_____	Slay Living	_____	_____	_____
_____	Spell Resistance	_____	_____	_____
_____	Summon Monster V	_____	_____	_____
_____	Symbol of Pain	_____	_____	_____
_____	Symbol of Sleep	_____	_____	_____
_____	True Seeing	_____	_____	_____
_____	Unhallow	_____	_____	_____
_____	Wall of Stone	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

## Fourth—Level Cleric Spells

_____	Save DC _____	_____	Per Day _____	_____
_____	<b>Domain Spell:</b> _____	_____	_____	_____
_____	<b>Domain Spell:</b> _____	_____	_____	_____
_____	<b># Prepared</b>	_____	<b>Notes</b>	_____
_____	Air Walk	_____	_____	_____
_____	Chaos Hammer	_____	_____	_____
_____	Control Water	_____	_____	_____
_____	Cure Critical Wounds	_____	_____	_____
_____	Death Ward	_____	_____	_____
_____	Dimensional Anchor	_____	_____	_____
_____	Discern Lies	_____	_____	_____
_____	Dismissal	_____	_____	_____
_____	Divination	_____	_____	_____
_____	Divine Power	_____	_____	_____
_____	Freedom of Movement	_____	_____	_____
_____	Giant Vermin	_____	_____	_____
_____	Holy Smite	_____	_____	_____
_____	Imbue with Spell Ability	_____	_____	_____
_____	Inflict Critical Wounds	_____	_____	_____
_____	Magic Weapon, Greater	_____	_____	_____
_____	Neutralize Poison	_____	_____	_____
_____	Order's Wrath	_____	_____	_____
_____	Planar Ally, Lesser	_____	_____	_____
_____	Poison	_____	_____	_____
_____	Repel Vermin	_____	_____	_____
_____	Restoration	_____	_____	_____
_____	Sending	_____	_____	_____
_____	Spell Immunity	_____	_____	_____
_____	Summon Monster IV	_____	_____	_____

## Sixth—Level Cleric Spells

_____	Save DC _____	_____	Per Day _____	_____
_____	<b>Domain Spell:</b> _____	_____	_____	_____
_____	<b>Domain Spell:</b> _____	_____	_____	_____
_____	<b># Prepared</b>	_____	<b>Notes</b>	_____
_____	Animate Objects	_____	_____	_____
_____	Antilife Shell	_____	_____	_____
_____	Banishment	_____	_____	_____
_____	Bear's Endurance, Mass _____	_____	_____	_____
_____	Blade Barrier	_____	_____	_____
_____	Bull's Strength, Mass _____	_____	_____	_____
_____	Create Undead	_____	_____	_____
_____	Cure Moderate Wounds, Mass _____	_____	_____	_____
_____	Dispel Magic, Greater	_____	_____	_____

# Cleric Spells

\_\_\_\_\_ Eagle's Splendor, Mass \_\_\_\_\_  
 \_\_\_\_\_ Find the Path \_\_\_\_\_  
 \_\_\_\_\_ Forbiddance \_\_\_\_\_  
 \_\_\_\_\_ Geas/Quest \_\_\_\_\_  
 \_\_\_\_\_ Glyph of Warding, Greater \_\_\_\_\_  
 \_\_\_\_\_ Harm \_\_\_\_\_  
 \_\_\_\_\_ Heal \_\_\_\_\_  
 \_\_\_\_\_ Heroes' Feast \_\_\_\_\_  
 \_\_\_\_\_ Inflict Moderate Wounds, Mass \_\_\_\_\_  
 \_\_\_\_\_ Owl's Wisdom, Mass \_\_\_\_\_  
 \_\_\_\_\_ Planar Ally \_\_\_\_\_  
 \_\_\_\_\_ Summon Monster VI \_\_\_\_\_  
 \_\_\_\_\_ Symbol of Fear \_\_\_\_\_  
 \_\_\_\_\_ Symbol of Persuasion \_\_\_\_\_  
 \_\_\_\_\_ Undeath to Death \_\_\_\_\_  
 \_\_\_\_\_ Wind Walk \_\_\_\_\_  
 \_\_\_\_\_ Word of Recall \_\_\_\_\_  
 \_\_\_\_\_ \_\_\_\_\_  
 \_\_\_\_\_ \_\_\_\_\_  
 \_\_\_\_\_ \_\_\_\_\_

\_\_\_\_\_ Antimagic Field \_\_\_\_\_  
 \_\_\_\_\_ Cloak of Chaos \_\_\_\_\_  
 \_\_\_\_\_ Create Greater Undead \_\_\_\_\_  
 \_\_\_\_\_ Cure Critical Wounds, Mass \_\_\_\_\_  
 \_\_\_\_\_ Dimensional Lock \_\_\_\_\_  
 \_\_\_\_\_ Discern Location \_\_\_\_\_  
 \_\_\_\_\_ Earthquake \_\_\_\_\_  
 \_\_\_\_\_ Fire Storm \_\_\_\_\_  
 \_\_\_\_\_ Holy Aura \_\_\_\_\_  
 \_\_\_\_\_ Inflict Critical Wounds, Mass \_\_\_\_\_  
 \_\_\_\_\_ Planar Ally, Greater \_\_\_\_\_  
 \_\_\_\_\_ Shield of Law \_\_\_\_\_  
 \_\_\_\_\_ Spell Immunity, Greater \_\_\_\_\_  
 \_\_\_\_\_ Summon Monster VIII \_\_\_\_\_  
 \_\_\_\_\_ Symbol of Death \_\_\_\_\_  
 \_\_\_\_\_ Symbol of Insanity \_\_\_\_\_  
 \_\_\_\_\_ Unholy Aura \_\_\_\_\_  
 \_\_\_\_\_ \_\_\_\_\_  
 \_\_\_\_\_ \_\_\_\_\_  
 \_\_\_\_\_ \_\_\_\_\_  
 \_\_\_\_\_ \_\_\_\_\_

## Seventh—Level Cleric Spells

Save DC \_\_\_\_\_ Per Day \_\_\_\_\_  
 \_\_\_\_\_ Domain Spell: \_\_\_\_\_  
 \_\_\_\_\_ Domain Spell: \_\_\_\_\_

# Prepared	Notes
_____	Blasphemy _____
_____	Control Weather _____
_____	Cure Serious Wounds, Mass _____
_____	Destruction _____
_____	Dictum _____
_____	Ethereal Jaunt _____
_____	Holy Word _____
_____	Inflict Serious Wounds, Mass _____
_____	Refuge _____
_____	Regenerate _____
_____	Repulsion _____
_____	Restoration, Greater _____
_____	Resurrection _____
_____	Scrying, Greater _____
_____	Summon Monster VII _____
_____	Symbol of Stunning _____
_____	Symbol of Weakness _____
_____	Word of Chaos _____
_____	_____
_____	_____
_____	_____
_____	_____

## Eighth—Level Cleric Spells

Save DC \_\_\_\_\_ Per Day \_\_\_\_\_  
 \_\_\_\_\_ Domain Spell: \_\_\_\_\_  
 \_\_\_\_\_ Domain Spell: \_\_\_\_\_  
 # Prepared \_\_\_\_\_ Notes \_\_\_\_\_

## Ninth—Level Cleric Spells

Save DC \_\_\_\_\_ Per Day \_\_\_\_\_  
 \_\_\_\_\_ Domain Spell: \_\_\_\_\_  
 \_\_\_\_\_ Domain Spell: \_\_\_\_\_

# Prepared	Notes
_____	Astral Projection _____
_____	Energy Drain _____
_____	Etherealness _____
_____	Gate _____
_____	Heal, Mass _____
_____	Implosion _____
_____	Miracle _____
_____	Soul Bind _____
_____	Storm of Vengeance _____
_____	Summon Monster IX _____
_____	True Resurrection _____
_____	_____
_____	_____
_____	_____
_____	_____

## Domains Powers

Domain #1: \_\_\_\_\_  
 Notes: \_\_\_\_\_  
 Granted Power ( \_\_\_\_\_ per Day) \_\_\_\_\_  
 \_\_\_\_\_  
 Granted Power ( \_\_\_\_\_ per Day) \_\_\_\_\_  
 \_\_\_\_\_

Domain #2: \_\_\_\_\_  
 Notes: \_\_\_\_\_  
 Granted Power ( \_\_\_\_\_ per Day) \_\_\_\_\_  
 \_\_\_\_\_  
 Granted Power ( \_\_\_\_\_ per Day) \_\_\_\_\_  
 \_\_\_\_\_

## 0—Level Druid Spells (Orisons)

Save DC	Per Day		Notes
Prepared			
_____		Create Water	_____
_____		Detect Magic	_____
_____		Detect Poison	_____
_____		Flare	_____
_____		Guidance	_____
_____		Know Direction	_____
_____		Light	_____
_____		Mending	_____
_____		Purify Food and Drink	_____
_____		Read Magic	_____
_____		Resistance	_____
_____		Stabilize	_____
_____		Virtue	_____
_____			_____
_____			_____
_____			_____

## First—Level Druid Spells

Save DC	Per Day		Notes
# Prepared			
_____		Calm Animals	_____
_____		Charm Animal	_____
_____		Cure Light Wounds	_____
_____		Detect Animals or Plants	_____
_____		Detect Snares and Pits	_____
_____		Endure Elements	_____
_____		Entangle	_____
_____		Faerie Fire	_____
_____		Goodberry	_____
_____		Hide from Animals	_____
_____		Jump	_____
_____		Longstrider	_____
_____		Magic Fang	_____
_____		Magic Stone	_____
_____		Obscuring Mist	_____
_____		Pass without Trace	_____
_____		Produce Flame	_____
_____		Shillelagh	_____
_____		Speak with Animals	_____
_____		Summon Nature's Ally I	_____
_____			_____
_____			_____
_____			_____

## Second—Level Druid Spells

Save DC	Per Day		Notes
# Prepared			
_____		Animal Messenger	_____
_____		Animal Trance	_____
_____		Barkskin	_____

_____		Bear's Endurance	_____
_____		Bull's Strength	_____
_____		Cat's Grace	_____
_____		Chill Metal	_____
_____		Delay Poison	_____
_____		Fire Trap	_____
_____		Flame Blade	_____
_____		Flaming Sphere	_____
_____		Fog Cloud	_____
_____		Gust of Wind	_____
_____		Heat Metal	_____
_____		Hold Animal	_____
_____		Owl's Wisdom	_____
_____		Reduce Animal	_____
_____		Resist Energy	_____
_____		Restoration, Lesser	_____
_____		Soften Earth and Stone	_____
_____		Spider Climb	_____
_____		Summon Nature's Ally II	_____
_____		Summon Swarm	_____
_____		Tree Shape	_____
_____		Warp Wood	_____
_____		Wood Shape	_____
_____			_____
_____			_____
_____			_____

## Third—Level Druid Spells

Save DC	Per Day		Notes
# Prepared			
_____		Call Lightning	_____
_____		Contagion	_____
_____		Cure Moderate Wounds	_____
_____		Daylight	_____
_____		Diminish Plants	_____
_____		Dominate Animal	_____
_____		Magic Fang, Greater	_____
_____		Meld into Stone	_____
_____		Neutralize Poison	_____
_____		Plant Growth	_____
_____		Poison	_____
_____		Protection from Energy	_____
_____		Quench	_____
_____		Remove Disease	_____
_____		Sleet Storm	_____
_____		Snare	_____
_____		Speak with Plants	_____
_____		Spike Growth	_____
_____		Stone Shape	_____
_____		Summon Nature's Ally III	_____
_____		Water Breathing	_____
_____		Wind Wall	_____
_____			_____
_____			_____
_____			_____

# Druid Spells

## Fourth—Level Druid Spells

Save DC	Per Day		Notes
		# Prepared	
___	___	Air Walk	_____
___	___	Antiplant Shell	_____
___	___	Blight	_____
___	___	Command Plants	_____
___	___	Control Water	_____
___	___	Cure Serious Wounds	_____
___	___	Dispel Magic	_____
___	___	Flame Strike	_____
___	___	Freedom of Movement	_____
___	___	Giant Vermin	_____
___	___	Ice Storm	_____
___	___	Reincarnate	_____
___	___	Repel Vermin	_____
___	___	Rusting Grasp	_____
___	___	Scrying	_____
___	___	Spike Stones	_____
___	___	Summon Nature's Ally IV	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____

## Fifth—Level Druid Spells

Save DC	Per Day		Notes
		# Prepared	
___	___	Animal Growth	_____
___	___	Atonement	_____
___	___	Awaken	_____
___	___	Baleful Polymorph	_____
___	___	Call Lightning Storm	_____
___	___	Commune with Nature	_____
___	___	Control Winds	_____
___	___	Cure Critical Wounds	_____
___	___	Death Ward	_____
___	___	Hallow	_____
___	___	Insect Plague	_____
___	___	Stoneskin	_____
___	___	Summon Nature's Ally V	_____
___	___	Transmute Mud to Rock	_____
___	___	Transmute Rock to Mud	_____
___	___	Tree Stride	_____
___	___	Unhallow	_____
___	___	Wall of Fire	_____
___	___	Wall of Thorns	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____

## Sixth—Level Druid Spells

Save DC	Per Day		Notes
		# Prepared	

___	___	Antilife Shell	_____
___	___	Bear's Endurance, Mass	_____
___	___	Bull's Strength, Mass	_____
___	___	Cat's Grace, Mass	_____
___	___	Cure Light Wounds, Mass	_____
___	___	Dispel Magic, Greater	_____
___	___	Find the Path	_____
___	___	Fire Seeds	_____
___	___	Ironwood	_____
___	___	Liveoak	_____
___	___	Move Earth	_____
___	___	Owl's Wisdom, Mass	_____
___	___	Repel Wood	_____
___	___	Spellstaff	_____
___	___	Stone Tell	_____
___	___	Summon Nature's Ally VI	_____
___	___	Transport via Plants	_____
___	___	Wall of Stone	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____

## Seventh—Level Druid Spells

Save DC	Per Day		Notes
		# Prepared	
___	___	Animate Plants	_____
___	___	Changestaff	_____
___	___	Control Weather	_____
___	___	Creeping Doom	_____
___	___	Cure Moderate Wounds, Mass	_____
___	___	Fire Storm	_____
___	___	Heal	_____
___	___	Scrying, Greater	_____
___	___	Summon Nature's Ally VII	_____
___	___	Sunbeam	_____
___	___	Transmute Metal to Wood	_____
___	___	True Seeing	_____
___	___	Wind Walk	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____

## Eighth—Level Druid Spells

Save DC	Per Day		Notes
		# Prepared	
___	___	Animal Shapes	_____
___	___	Control Plants	_____
___	___	Cure Serious Wounds, Mass	_____
___	___	Earthquake	_____
___	___	Finger of Death	_____
___	___	Repel Metal or Stone	_____
___	___	Reverse Gravity	_____
___	___	Summon Nature's Ally VIII	_____
___	___	Sunburst	_____

Whirlwind  
Word of Recall

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Ninth—Level Druid Spells

Save DC \_\_\_\_\_ Per Day \_\_\_\_\_

### # Prepared

### Notes

____	Antipathy	_____
____	Cure Critical Wounds, Mass	_____
____	Elemental Swarm	_____
____	Foresight	_____
____	Regenerate	_____
____	Shambler	_____
____	Shapechange	_____
____	Storm of Vengeance	_____
____	Summon Nature's Ally IX	_____
____	Sympathy	_____
____	_____	_____
____	_____	_____
____	_____	_____
____	_____	_____

### Wild Shape

Times Per Day \_\_\_\_\_

Sizes Allowed

Animal:  Dim  Tiny  Sml  Med  Lrg  Huge

Elemental:  Sml  Med  Lrg  Huge

Plant:  Sml  Med  Lrg  Huge

### Nature's Bond

Domain: \_\_\_\_\_

Notes: \_\_\_\_\_

Granted Power ( \_\_\_\_\_ per Day) \_\_\_\_\_

Granted Power ( \_\_\_\_\_ per Day) \_\_\_\_\_

### Spells

1st	_____	_____
2nd	_____	_____
3rd	_____	_____
4th	_____	_____
5th	_____	_____
6th	_____	_____
7th	_____	_____
8th	_____	_____
9th	_____	_____

## Animal Companion

Name: \_\_\_\_\_

Align: \_\_\_\_\_ Size \_\_\_\_\_ Type: \_\_\_\_\_

Init: \_\_\_\_\_ Senses: \_\_\_\_\_

### Defense

AC \_\_\_\_\_ touch \_\_\_\_\_ flat-footed \_\_\_\_\_

Hp \_\_\_\_\_ HD \_\_\_\_\_ d8 \_\_\_\_\_

Fort \_\_\_\_\_ Ref \_\_\_\_\_ Will \_\_\_\_\_

Special Defenses: \_\_\_\_\_

### Offense

Speed \_\_\_\_\_ Other Move \_\_\_\_\_

Atk #1 + \_\_\_\_\_ Damage/Crit \_\_\_\_\_

Atk #2 + \_\_\_\_\_ Damage/Crit \_\_\_\_\_

Atk #3 + \_\_\_\_\_ Damage/Crit \_\_\_\_\_

Atk #4 + \_\_\_\_\_ Damage/Crit \_\_\_\_\_

Special Atks \_\_\_\_\_

### Statistics

Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_

Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_

Base Atk \_\_\_\_\_ CMB \_\_\_\_\_ CMD \_\_\_\_\_

SQ \_\_\_\_\_

Feats \_\_\_\_\_

Skills \_\_\_\_\_

Gear \_\_\_\_\_

Notes \_\_\_\_\_

## First—Level Ranger Spells

Save DC	Per Day		Notes
		# Prepared	
___	___	Alarm	_____
___	___	Animal Messenger	_____
___	___	Calm Animals	_____
___	___	Charm Animal	_____
___	___	Delay Poison	_____
___	___	Detect Animals or Plants	_____
___	___	Detect Poison	_____
___	___	Detect Snares and Pits	_____
___	___	Endure Elements	_____
___	___	Entangle	_____
___	___	Hide from Animals	_____
___	___	Jump	_____
___	___	Longstrider	_____
___	___	Magic Fang	_____
___	___	Pass without Trace	_____
___	___	Read Magic	_____
___	___	Resist Energy	_____
___	___	Speak with Animals	_____
___	___	Summon Nature's Ally I	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____

## Second—Level Ranger Spells

Save DC	Per Day		Notes
		# Prepared	
___	___	Barkskin	_____
___	___	Bear's Endurance	_____
___	___	Cat's Grace	_____
___	___	Cure Light Wounds	_____
___	___	Hold Animal	_____
___	___	Owl's Wisdom	_____
___	___	Protection from Energy	_____
___	___	Snare	_____
___	___	Speak with Plants	_____
___	___	Spike Growth	_____
___	___	Summon Nature's Ally II	_____
___	___	Wind Wall	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____

## Third—Level Ranger Spells

Save DC	Per Day		Notes
		# Prepared	
___	___	Command Plants	_____
___	___	Cure Moderate Wounds	_____
___	___	Darkvision	_____
___	___	Diminish Plants	_____
___	___	Magic Fang, Greater	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____

___	Neutralize Poison	_____
___	Plant Growth	_____
___	Reduce Animal	_____
___	Remove Disease	_____
___	Repel Vermin	_____
___	Summon Nature's Ally III	_____
___	Tree Shape	_____
___	Water Walk	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____

## Fourth—Level Ranger Spells

Save DC	Per Day		Notes
		# Prepared	
___	___	Animal Growth	_____
___	___	Commune with Nature	_____
___	___	Cure Serious Wounds	_____
___	___	Freedom of Movement	_____
___	___	Nondetection	_____
___	___	Summon Nature's Ally IV	_____
___	___	Tree Stride	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____

## Hunter's Bond: Animal Companion

Name: \_\_\_\_\_

Align: \_\_\_\_\_ Size \_\_\_\_\_ Type: \_\_\_\_\_

Init: \_\_\_\_\_ Senses: \_\_\_\_\_

### Defense

AC \_\_\_\_\_ touch \_\_\_\_\_ flat-footed \_\_\_\_\_

Hp \_\_\_\_\_ HD \_\_\_\_\_ d8 \_\_\_\_\_

Fort \_\_\_\_\_ Ref \_\_\_\_\_ Will \_\_\_\_\_

Special Defenses: \_\_\_\_\_

### Offense

Speed \_\_\_\_\_ Other Move \_\_\_\_\_

Atk #1 + \_\_\_\_\_ Damage/Crit \_\_\_\_\_

Atk #2 + \_\_\_\_\_ Damage/Crit \_\_\_\_\_

Special Atks \_\_\_\_\_

### Statistics

Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_

Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_

Base Atk \_\_\_\_\_ CMB \_\_\_\_\_ CMD \_\_\_\_\_

SQ \_\_\_\_\_

Feats \_\_\_\_\_

Skills \_\_\_\_\_

Gear \_\_\_\_\_

Notes \_\_\_\_\_



## First—Level Paladin Spells

Save DC	Per Day		Notes
		# Prepared	
		Bless	
		Bless Water	
		Bless Weapon	
		Create Water	
		Cure Light Wounds	
		Detect Poison	
		Detect Undead	
		Divine Favor	
		Endure Elements	
		Magic Weapon	
		Protection from Chaos/Evil	
		Read Magic	
		Resistance	
		Restoration, Lesser	
		Virtue	

## Second—Level Paladin Spells

Save DC	Per Day		Notes
		# Prepared	
		Bull's Strength	
		Delay Poison	
		Eagle's Splendor	
		Owl's Wisdom	
		Remove Paralysis	
		Resist Energy	
		Shield Other	
		Undetectable Alignment	
		Zone of Truth	

## Third—Level Paladin Spells

Save DC	Per Day		Notes
		# Prepared	
		Cure Moderate Wounds	
		Daylight	
		Discern Lies	
		Dispels Magic	
		Heal Mount	
		Magic Circle against Chaos/Evil	
		Magic Weapon, Greater	
		Prayer	
		Remove Blindness/Deafness	
		Remove Curse	

## Fourth—Level Paladin Spells

Save DC	Per Day		Notes
		# Prepared	
		Break Enchantment	
		Cure Serious Wounds	
		Death Ward	
		Dispels Chaos	
		Dispels Evil	
		Holy Sword	
		Mark of Justice	
		Neutralize Poison	
		Restoration	

### Divine Bond: Mount

Name: \_\_\_\_\_

Align: \_\_\_\_\_ Size \_\_\_\_\_ Type: \_\_\_\_\_

Init: \_\_\_\_\_ Senses: \_\_\_\_\_

### Defense

AC \_\_\_\_\_ touch \_\_\_\_\_ flat-footed \_\_\_\_\_

Hp \_\_\_\_\_ HD \_\_\_\_\_ d8 \_\_\_\_\_

Fort \_\_\_\_\_ Ref \_\_\_\_\_ Will \_\_\_\_\_

Special Defenses: \_\_\_\_\_

### Offense

Speed \_\_\_\_\_ Other Move \_\_\_\_\_

Atk #1 + \_\_\_\_\_ Damage/Crit \_\_\_\_\_

Atk #2 + \_\_\_\_\_ Damage/Crit \_\_\_\_\_

Special Atks \_\_\_\_\_

### Statistics

Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_

Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_

Base Atk \_\_\_\_\_ CMB \_\_\_\_\_ CMD \_\_\_\_\_

SQ \_\_\_\_\_

Feats \_\_\_\_\_

Skills \_\_\_\_\_

Gear \_\_\_\_\_

Notes \_\_\_\_\_



## 0-Level Wizard Spells (Cantrips)

Save DC	Per Day	Notes
Prepared		

## First-Level Wizard Spells

Save DC	Per Day	Notes
# Prepared		

## Second-Level Wizard Spells

Save DC	Per Day	Notes
# Prepared		


## Third-Level Wizard Spells

Save DC	Per Day	Notes
# Prepared		

## Fourth-Level Wizard Spells

Save DC	Per Day	Notes
# Prepared		

## Fifth-Level Wizard Spells

--	--	--





## First—Level Inquisitor Spells

Known	Save DC	Per Day
Cast Today: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Spells Known	Notes	
:	:	
:	:	
:	:	
:	:	
:	:	
:	:	

## Second—Level Inquisitor Spells

Known	Save DC	Per Day
Cast Today: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Spells Known	Notes	
:	:	
:	:	
:	:	
:	:	
:	:	
:	:	

## Third—Level Inquisitor Spells

Known	Save DC	Per Day
Cast Today: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Spells Known	Notes	
:	:	
:	:	
:	:	
:	:	
:	:	
:	:	

## Fourth—Level Inquisitor Spells

Known	Save DC	Per Day
Cast Today: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Spells Known	Notes	
:	:	
:	:	
:	:	
:	:	
:	:	
:	:	

## Fifth—Level Inquisitor Spells

Known	Save DC	Per Day
Cast Today: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Spells Known	Notes	
:	:	
:	:	
:	:	
:	:	
:	:	
:	:	

## Sixth—Level Inquisitor Spells

Known	Save DC	Per Day
Cast Today: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Spells Known	Notes	
:	:	
:	:	
:	:	
:	:	
:	:	
:	:	

## Judgments

Per Day

*Destruction:* +1 sacred bonus on all weapon damage rolls, +1 every three levels.

*Healing:* Gain fast healing 1, plus 1 point every three levels.

*Justice:* +1 sacred bonus on all attack rolls, +1 every five levels. 10th level: bonus is doubled on attack rolls made to confirm critical hits.

*Piercing:* +1 sacred bonus on concentration checks and caster level checks made to overcome spell resistance, +1 every three levels.

*Protection:* +1 sacred bonus to Armor Class, +1 every five levels. 10th level: bonus is doubled against attack rolls made to confirm critical hits against the inquisitor.

*Purity:* +1 sacred bonus on all saving throws, +1 every five levels. 10th level: bonus is doubled against curses, diseases, and poisons.

*Resiliency:* DR 1/magic, increases by 1 every five levels. 10th level, the DR changes from magic to an alignment (chaotic, evil, good, or lawful) that is opposite the inquisitor's.

*Resistance:* 2 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen, increases by 2 every three levels.

*Smiting:* The inquisitor's weapons count as magic for the purposes of bypassing DR. 6th level: the weapons also count as one alignment type (chaotic, evil, good, or lawful). 10th level: the weapons also count as adamantite for the purpose of overcoming DR.









