

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

Versatile Performances

Perform	Skills	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

0—Level Cleric Spells (Orisons)

Save DC _____

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

First—Level Cleric Spells

Save DC _____ Per Day _____

_____ Domain Spell: _____
 _____ Domain Spell: _____

# Prepared	Notes
_____ Ant Haul*	_____
_____ Bane	_____
_____ Bless	_____
_____ Bless Water	_____
_____ Cause Fear	_____
_____ Command	_____
_____ Comprehend Languages	_____
_____ Cure Light Wounds	_____
_____ Curse Water	_____
_____ Dancing Lantern*	_____
_____ 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 _____

_____ Domain Spell: _____
 _____ Domain Spell: _____

# Prepared	Notes
_____ Aid	_____
_____ Align Weapon	_____
_____ Augury	_____
_____ Bear's Endurance	_____
_____ Blessing of Courage & Life*	_____
_____ Bull's Strength	_____
_____ Calm Emotions	_____
_____ Consecrate	_____
_____ Cure Moderate Wounds	_____
_____ Darkness	_____
_____ Death Knell	_____
_____ Delay Poison	_____
_____ Desecrate	_____
_____ Eagle's Splendor	_____
_____ Enthrall	_____
_____ Find Traps	_____
_____ Gentle Repose	_____
_____ Ghostbane Dirge*	_____
_____ Grace*	_____
_____ Hold Person	_____
_____ Inflict Moderate Wounds	_____
_____ Instant Armor*	_____
_____ Make Whole	_____
_____ Owl's Wisdom	_____
_____ Remove Paralysis	_____
_____ Resist Energy	_____
_____ Restoration, Lesser	_____
_____ Share Language*	_____
_____ Shatter	_____
_____ Shield Other	_____
_____ Silence	_____
_____ Sound Burst	_____
_____ Spiritual Weapon	_____
_____ Status	_____
_____ Summon Monster II	_____
_____ Undetectable Alignment	_____
_____ Weapon of Awe*	_____
_____ Zone of Truth	_____
_____ _____	_____
_____ _____	_____
_____ _____	_____

Third—Level Cleric Spells

Save DC _____ Per Day _____

Cleric Spells

Domain Spell: _____

Domain Spell: _____

Prepared

Notes

- _____ Animate Dead _____
- _____ Bestow Curse _____
- _____ Blindness/Deafness _____
- _____ Blood Biography* _____
- _____ Contagion _____
- _____ Continual Flame _____
- _____ Create Food and Water _____
- _____ Cure Serious Wounds _____
- _____ Daylight _____
- _____ Deeper Darkness _____
- _____ Dispel Magic _____
- _____ Elemental Speech* _____
- _____ Enter Image* _____
- _____ Glyph of Warding _____
- _____ Guiding Star* _____
- _____ Helping Hand _____
- _____ Inflict Serious Wounds _____
- _____ Invisibility Purge _____
- _____ Locate Object _____
- _____ Magic Circle against Chaos/Evil/Good/Law _____
- _____ Magic Vestment _____
- _____ Meld into Stone _____
- _____ Nap Stack* _____
- _____ Obscure Object _____
- _____ Prayer _____
- _____ Protection from Energy _____
- _____ Remove Blindness/Deafness _____
- _____ Remove Curse _____
- _____ Remove Disease _____
- _____ Sacred Bond* _____
- _____ Searing Light _____
- _____ Speak with Dead _____
- _____ Stone Shape _____
- _____ Summon Monster III _____
- _____ Water Breathing _____
- _____ Water Walk _____
- _____ Wind Wall _____
- _____ Wrathful Mantle* _____
- _____ _____
- _____ _____
- _____ _____
- _____ _____

Fourth—Level Cleric Spells

Save DC _____ Per Day _____

Domain Spell: _____

Domain Spell: _____

Prepared

Notes

- _____ Air Walk _____
- _____ Blessing of Fervor* _____
- _____ 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 Adaptation* _____
- _____ Planar Ally, Lesser _____
- _____ Poison _____
- _____ Repel Vermin _____
- _____ Rest Eternal* _____
- _____ Restoration _____
- _____ Sending _____
- _____ Spell Immunity _____
- _____ Spiritual Ally* _____
- _____ Summon Monster IV _____
- _____ Tongues _____
- _____ Unholy Blight _____
- _____ _____
- _____ _____
- _____ _____
- _____ _____

Fifth—Level Cleric Spells

Save DC _____ Per Day _____

Domain Spell: _____

Domain Spell: _____

Prepared

Notes

- _____ Atonement _____
- _____ Break Enchantment _____
- _____ Breath of Life _____
- _____ Cleanse* _____
- _____ Command, Greater: _____
- _____ Commune _____
- _____ Cure Light Wounds, Mass _____
- _____ Dispel Chaos/Evil/Good/Law _____
- _____ Disrupting Weapon _____
- _____ Flame Strike _____
- _____ Ghostbane Dirge, Mass* _____
- _____ Hallow _____
- _____ Inflict Light Wounds, Mass _____
- _____ Insect Plague _____
- _____ Life Bubble* _____
- _____ Mark of Justice _____
- _____ Pillar of Life* _____
- _____ Plane Shift _____
- _____ Raise Dead _____

_____	Righteous Might	_____
_____	Scrying	_____
_____	Slay Living	_____
_____	Snake Staff*	_____
_____	Spell Resistance	_____
_____	Summon Monster V	_____
_____	Symbol of Pain	_____
_____	Symbol of Sleep	_____
_____	Treasure Stitching*	_____
_____	True Seeing	_____
_____	Unhallow	_____
_____	Wall of Stone	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

_____ 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	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Sixth—Level Cleric Spells

_____ Save DC _____ Per Day
 _____ Domain Spell: _____
 _____ Domain Spell: _____

# Prepared	Notes	
_____	Animate Objects	_____
_____	Antilife Shell	_____
_____	Banishment	_____
_____	Bear's Endurance, Mass	_____
_____	Blade Barrier	_____
_____	Bull's Strength, Mass	_____
_____	Create Undead	_____
_____	Cure Moderate Wounds, Mass	_____
_____	Dispel Magic, Greater	_____
_____	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 Adaption, Mass*	_____
_____	Planar Ally	_____
_____	Summon Monster VI	_____
_____	Symbol of Fear	_____
_____	Symbol of Persuasion	_____
_____	Undeath to Death	_____
_____	Wind Walk	_____
_____	Word of Recall	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Eighth—Level Cleric Spells

_____ Save DC _____ Per Day
 _____ Domain Spell: _____
 _____ Domain Spell: _____

# Prepared	Notes	
_____	Antimagic Field	_____
_____	Cloak of Chaos	_____
_____	Create Greater Undead	_____
_____	Cure Critical Wounds, Mass	_____
_____	Dimensional Lock	_____
_____	Discern Location	_____
_____	Earthquake	_____
_____	Euphoric Tranquility*	_____
_____	Fire Storm	_____
_____	Holy Aura	_____
_____	Inflict Critical Wounds, Mass	_____
_____	Planar Ally, Greater	_____
_____	Shield of Law	_____
_____	Spell Immunity, Greater	_____
_____	Stormbolts*	_____
_____	Summon Monster VIII	_____
_____	Symbol of Death	_____
_____	Symbol of Insanity	_____
_____	Unholy Aura	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Seventh—Level Cleric Spells

_____ Save DC _____ Per Day

Cleric Spells

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	_____
_____	Winds of Vengeance*	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Channel Energy

Save DC	Per Day	Channel Damage

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	_____
___		Spark*	_____
___		Stabilize	_____
___		Virtue	_____
___		_____	_____
___		_____	_____
___		_____	_____
___		_____	_____

First—Level Druid Spells

Save DC	Per Day		Notes
		# Prepared	
___		Alter Winds*	_____
___		Ant Haul*	_____
___		Aspect of the Falcon*	_____
___		Bristle*	_____
___		Call Animal*	_____
___		Calm Animals	_____
___		Charm Animal	_____
___		Cloak of Shade*	_____
___		Cure Light Wounds	_____
___		Detect Aberration*	_____
___		Detect Animals or Plants	_____
___		Detect Snares and Pits	_____
___		Endure Elements	_____
___		Entangle	_____
___		Expeditious Excavation*	_____
___		Faerie Fire	_____
___		Feather Step*	_____
___		Flare Burst*	_____
___		Goodberry	_____
___		Hide from Animals	_____
___		Hydraulic Push*	_____
___		Jump	_____
___		Keen Senses*	_____
___		Longstrider	_____
___		Magic Fang	_____
___		Magic Stone	_____
___		Negate Aroma*	_____
___		Obscuring Mist	_____
___		Pass without Trace	_____

___		Produce Flame	_____
___		Shillelagh	_____
___		Speak with Animals	_____
___		Stone Fist*	_____
___		Summon Nature's Ally I	_____
___		Touch of the Sea*	_____
___		_____	_____
___		_____	_____
___		_____	_____
___		_____	_____

Second—Level Druid Spells

Save DC	Per Day		Notes
		# Prepared	
___		Accelerate Poison*	_____
___		Animal Messenger	_____
___		Animal Trance	_____
___		Aspect of the Bear*	_____
___		Barkskin	_____
___		Bear's Endurance	_____
___		Bull's Strength	_____
___		Burning Gaze*	_____
___		Campfire Wall*	_____
___		Cat's Grace	_____
___		Chill Metal	_____
___		Delay Poison	_____
___		Eagle Eye*	_____
___		Feast of Ashes*	_____
___		Fire Trap	_____
___		Flame Blade	_____
___		Flaming Sphere	_____
___		Fog Cloud	_____
___		Glide*	_____
___		Gust of Wind	_____
___		Heat Metal	_____
___		Hold Animal	_____
___		Lockjaw*	_____
___		Natural Rhythm*	_____
___		Owl's Wisdom	_____
___		Pox Pustules*	_____
___		Reduce Animal	_____
___		Resist Energy	_____
___		Restoration, Lesser	_____
___		Scent Trail*	_____
___		Share Language*	_____
___		Slipstream*	_____
___		Soften Earth and Stone	_____
___		Spider Climb	_____
___		Stone Call*	_____
___		Summon Nature's Ally II	_____
___		Summon Swarm	_____
___		Tree Shape	_____
___		Warp Wood	_____
___		Wood Shape	_____
___		_____	_____
___		_____	_____

Druid Spells

Third—Level Druid Spells

Save DC _____ Per Day _____

# Prepared	Notes
_____	Aqueous Orb*
_____	Call Lightning
_____	Cloak of Winds*
_____	Contagion
_____	Create Treasure Map*
_____	Cup of Dust*
_____	Cure Moderate Wounds
_____	Daylight
_____	Diminish Plants
_____	Dominate Animal
_____	Feather Step, Mass*
_____	Hide Campsite*
_____	Hydraulic Torrent*
_____	Lily Pad Stride*
_____	Magic Fang, Greater
_____	Meld into Stone
_____	Nature's Exile*
_____	Neutralize Poison
_____	Plant Growth
_____	Poison
_____	Protection from Energy
_____	Quench
_____	Remove Disease
_____	Shifting Sand*
_____	Sleet Storm
_____	Snare
_____	Speak with Plants
_____	Spike Growth
_____	Stone Shape
_____	Summon Nature's Ally III
_____	Water Breathing
_____	Wind Wall
_____	_____
_____	_____
_____	_____

Fourth—Level Druid Spells

Save DC _____ Per Day _____

# Prepared	Notes
_____	Air Walk
_____	Antiplant Shell
_____	Aspect of the Stag*
_____	Ball Lightning*
_____	Blight
_____	Bloody Claws*
_____	Command Plants
_____	Control Water
_____	Cure Serious Wounds
_____	_____
_____	_____
_____	_____

_____	Dispel Magic
_____	Flame Strike
_____	Freedom of Movement
_____	Geyser*
_____	Giant Vermin
_____	Grove of Respite*
_____	Ice Storm
_____	Life Bubble*
_____	Moonstruck*
_____	Reincarnate
_____	Repel Vermin
_____	River of Wind*
_____	Rusting Grasp
_____	Scrying
_____	Spike Stones
_____	Strong Jaw*
_____	Summon Nature's Ally IV
_____	Thorn Body*
_____	True Form*
_____	_____
_____	_____
_____	_____
_____	_____

Fifth—Level Druid Spells

Save DC _____ Per Day _____

# Prepared	Notes
_____	Animal Growth
_____	Aspect of the Wolf*
_____	Atonement
_____	Awaken
_____	Baleful Polymorph
_____	Blessing of the Salamander*
_____	Call Lightning Storm
_____	Commune with Nature
_____	Control Winds
_____	Cure Critical Wounds
_____	Death Ward
_____	Fire Snake*
_____	Hallow
_____	Insect Plague
_____	Rest Eternal*
_____	Snake Staff*
_____	Stoneskin
_____	Summon Nature's Ally V
_____	Threefold Aspect*
_____	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 _____

# Prepared	Notes
_____	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 _____
_____	Sirocco* _____
_____	Spellstaff _____
_____	Stone Tell _____
_____	Summon Nature's Ally VI _____
_____	Swarm Skin* _____
_____	Transport via Plants _____
_____	Wall of Stone _____
_____	_____
_____	_____
_____	_____
_____	_____

Seventh—Level Druid Spells

Save DC _____ Per Day _____

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

Eighth—Level Druid Spells

Save DC _____ Per Day _____

# Prepared	Notes
_____	Animal Shapes _____
_____	Control Plants _____
_____	Cure Serious Wounds, Mass _____
_____	Earthquake _____
_____	Euphoric Tranquility* _____
_____	Finger of Death _____
_____	Repel Metal or Stone _____
_____	Reverse Gravity _____
_____	Seamantle* _____
_____	Stormbolts* _____
_____	Summon Nature's Ally VIII _____
_____	Sunburst _____
_____	Wall of Lava* _____
_____	Whirlwind _____
_____	Word of Recall _____
_____	_____
_____	_____
_____	_____
_____	_____

Ninth—Level Druid Spells

Save DC _____ Per Day _____

# Prepared	Notes
_____	Antipathy _____
_____	Clashing Rocks* _____
_____	Cure Critical Wounds, Mass _____
_____	Elemental Swarm _____
_____	Foresight _____
_____	Regenerate _____
_____	Shambler _____
_____	Shapechange _____
_____	Storm of Vengeance _____
_____	Summon Nature's Ally IX _____
_____	Sympathy _____
_____	Tsunami* _____
_____	Winds of Vengeance* _____
_____	World Wave* _____
_____	_____
_____	_____
_____	_____
_____	_____

Wild Shape

Times Per Day _____

Sizes Allowed

Animal: Dim Tiny Sml Med Lrg Huge

Elemental: Sml Med Lrg Huge

Plant: Sml Med Lrg Huge

Druid Spells

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	_____
___		Ant Haul*	_____
___		Aspect of the Falcon*	_____
___		Call Animal*	_____
___		Calm Animals	_____
___		Charm Animal	_____
___		Cloak of Shade*	_____
___		Dancing Lantern*	_____
___		Delay Poison	_____
___		Detect Aberration*	_____
___		Detect Animals or Plants	_____
___		Detect Poison	_____
___		Detect Snares and Pits	_____
___		Endure Elements	_____
___		Entangle	_____
___		Feather Step*	_____
___		Glide*	_____
___		Gravity Bow*	_____
___		Hide from Animals	_____
___		Hunter's Howl*	_____
___		Jump	_____
___		Keen Senses*	_____
___		Lead Blades*	_____
___		Longstrider	_____
___		Magic Fang	_____
___		Negate Aroma*	_____
___		Pass without Trace	_____
___		Read Magic	_____
___		Residual Tracking*	_____
___		Resist Energy	_____
___		Speak with Animals	_____
___		Summon Nature's Ally I	_____
___		Tireless Pursuit*	_____
___		_____	_____
___		_____	_____
___		_____	_____
___		_____	_____

Second—Level Ranger Spells

Save DC	Per Day		Notes
		# Prepared	
___		Accelerate Poison*	_____
___		Allfood*	_____
___		Arrow Eruption*	_____
___		Aspect of the Bear*	_____
___		Barkskin	_____
___		Bear's Endurance	_____
___		Bloodhound*	_____
___		Campfire Wall*	_____
___		Cat's Grace	_____
___		_____	_____
___		_____	_____
___		_____	_____
___		_____	_____

___		Chameleon Stride*	_____
___		Create Treasure Map*	_____
___		Cure Light Wounds	_____
___		Eagle Eye*	_____
___		Guiding Star*	_____
___		Hide Campsite*	_____
___		Hold Animal	_____
___		Hunter's Eye*	_____
___		Lockjaw*	_____
___		Owl's Wisdom	_____
___		Perceive Cues*	_____
___		Protection from Energy	_____
___		Protective Spirit*	_____
___		Slipstream*	_____
___		Snare	_____
___		Speak with Plants	_____
___		Spike Growth	_____
___		Stone Call*	_____
___		Summon Nature's Ally II	_____
___		Versatile Weapon*	_____
___		Wind Wall	_____
___		_____	_____
___		_____	_____
___		_____	_____
___		_____	_____
___		_____	_____

Third—Level Ranger Spells

Save DC	Per Day		Notes
		# Prepared	
___		Aspect of the Stag*	_____
___		Bloody Claws*	_____
___		Cloak of the Winds*	_____
___		Command Plants	_____
___		Cure Moderate Wounds	_____
___		Darkvision	_____
___		Diminish Plants	_____
___		Feather Step, Mass*	_____
___		Instant Enemy*	_____
___		Life Bubble*	_____
___		Magic Fang, Greater	_____
___		Neutralize Poison	_____
___		Plant Growth	_____
___		Reduce Animal	_____
___		Remove Disease	_____
___		Repel Vermin	_____
___		Strong Jaw*	_____
___		Summon Nature's Ally III	_____
___		Tireless Pursuers*	_____
___		Tree Shape	_____
___		Venomous Bolt*	_____
___		Water Walk	_____
___		_____	_____
___		_____	_____
___		_____	_____
___		_____	_____
___		_____	_____

Ranger Spells

Fourth—Level Ranger Spells

Save DC _____ Per Day _____

# Prepared		Notes
_____	Aspect of the Wolf*	_____
_____	Animal Growth	_____
_____	Blessing of the Salamander*	_____
_____	Bow Spirit*	_____
_____	Commune with Nature	_____
_____	Cure Serious Wounds	_____
_____	Freedom of Movement	_____
_____	Grove of Respite*	_____
_____	Nondetection	_____
_____	Summon Nature's Ally IV	_____
_____	Tree Stride	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Favored Terrains

Terrain	Total Bonus	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

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 _____

Favored Enemies

Enemy	Total Bonus	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

First—Level Paladin Spells

Save DC	Per Day		Notes
___	___	Bless	_____
___	___	Bless Water	_____
___	___	Bless Weapon	_____
___	___	Challenge Evil*	_____
___	___	Create Water	_____
___	___	Cure Light Wounds	_____
___	___	Detect Poison	_____
___	___	Detect Undead	_____
___	___	Divine Favor	_____
___	___	Endure Elements	_____
___	___	Ghostbane Dirge*	_____
___	___	Hero's Defiance*	_____
___	___	Honeyed Tongue*	_____
___	___	Knight's Calling*	_____
___	___	Magic Weapon	_____
___	___	Protection from Chaos/Evil	_____
___	___	Rally Point*	_____
___	___	Read Magic	_____
___	___	Resistance	_____
___	___	Restoration, Lesser	_____
___	___	Veil of Positive Energy*	_____
___	___	Virtue	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____

Second—Level Paladin Spells

Save DC	Per Day		Notes
___	___	Aura of Greater Courage*	_____
___	___	Bestow Grace*	_____
___	___	Blessing of Courage & Life*	_____
___	___	Bull's Strength	_____
___	___	Corruption Resistance*	_____
___	___	Delay Poison	_____
___	___	Eagle's Splendor	_____
___	___	Fire of Entanglement*	_____
___	___	Instant Armor*	_____
___	___	Light Lance*	_____
___	___	Owl's Wisdom	_____
___	___	Paladin's Sacrifice*	_____
___	___	Remove Paralysis	_____
___	___	Resist Energy	_____
___	___	Righteous Vigor*	_____
___	___	Sacred Bond*	_____
___	___	Saddle Surge*	_____
___	___	Shield Other	_____
___	___	Undetectable Alignment	_____
___	___	Wake of Light*	_____
___	___	Weapon of Awe*	_____

___	Zone of Truth	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____

Third—Level Paladin Spells

Save DC	Per Day		Notes
___	___	Cure Moderate Wounds	_____
___	___	Daylight	_____
___	___	Discern Lies	_____
___	___	Dispel Magic	_____
___	___	Divine Transfer*	_____
___	___	Fire of Judgment*	_____
___	___	Ghostbane Dirge, Mass*	_____
___	___	Heal Mount	_____
___	___	Holy Whisper*	_____
___	___	Magic Circle against Chaos/Evil	_____
___	___	Magic Weapon, Greater	_____
___	___	Marks of Forbiddance*	_____
___	___	Prayer	_____
___	___	Remove Blindness/Deafness	_____
___	___	Remove Curse	_____
___	___	Sanctify Armor*	_____
___	___	Wrathful Mantle*	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____

Fourth—Level Paladin Spells

Save DC	Per Day		Notes
___	___	Blaze of Glory*	_____
___	___	Break Enchantment	_____
___	___	Cure Serious Wounds	_____
___	___	Death Ward	_____
___	___	Dispel Chaos	_____
___	___	Dispel Evil	_____
___	___	Fires of Vengeance*	_____
___	___	Forced Repentance*	_____
___	___	Holy Sword	_____
___	___	King's Castle*	_____
___	___	Mark of Justice	_____
___	___	Neutralize Poison	_____
___	___	Oath of Peace*	_____
___	___	Resounding Blow*	_____
___	___	Restoration	_____
___	___	Sacrificial Oath*	_____
___	___	Stay the Hand*	_____
___	___	_____	_____
___	___	_____	_____
___	___	_____	_____

Paladin Spells

Channel Positive Energy

Save DC _____

Per Day _____

Channel Damage _____

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 _____

Divine Bond: Weapon

Minutes Per Day _____

Total Bonus _____

Weapon Properties	Cost
_____ Axiomatic	+2
_____ Brilliant energy	+4
_____ Defending	+1
_____ Disruption	+2 (B only)
_____ Flaming	+1
_____ Flaming burst	+2
_____ Holy	+2
_____ Keen	+1 (P/S only)
_____ Merciful	+1
_____ Speed	+3

Lay on Hands

Hp Healed _____

Per Day _____

Mercies

Notes

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

0-Level Sorcerer Spells (Cantrips)

Known	Save DC	
Spells Known		Notes

First-Level Sorcerer 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"/>		
Spells Known		Notes

Bloodline Spell _____

Second-Level Sorcerer 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"/>		
Spells Known		Notes

Bloodline Spell _____

Third-Level Sorcerer 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"/>		
Spells Known		Notes

Bloodline Spell _____

Fourth-Level Sorcerer 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"/>		
Spells Known		Notes

Bloodline Spell _____

Fifth-Level Sorcerer 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"/>		
Spells Known		Notes

Bloodline Spell _____

Sixth-Level Sorcerer 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"/>		
Spells Known		Notes

Bloodline Spell _____

Seventh-Level Sorcerer 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"/>		
Spells Known		Notes

1 Bloodline Spell _____

Skills _____

Gear _____

Notes _____

School Specialization

School Specialized: _____
 Opposition School: _____
 Opposition School: _____

School Abilities

_____: _____

Arcane Bond: Familiar

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 _____

Arcane Bond: Object

Object Type: _____
 Enchantments Placed: _____

Charges Left (if wand): _____

Note: Casting a spell without your Bonded Object requires a Concentration check DC 20+ spell level.

Alchemist Extracts

Bombs

<u>Per Day</u>	<u>Damage</u>	<u>Notes</u>
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Discoveries

Notes

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Mutagen

<u>Min Per Day</u>	<u>Physical Bonus</u>	<u>Nat. Armor</u>	<u>Notes</u>
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Summoner Spells

Skills _____

Gear _____

Notes _____

Initial Form: _____ Evolution Points _____

Evolutions Purchased	Cost	Notes
-----------------------------	-------------	--------------

_____	_____	_____
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_____	_____	_____
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_____	_____	_____
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_____	_____	_____
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_____	_____	_____
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_____	_____	_____
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_____	_____	_____
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_____	_____	_____
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_____	_____	_____
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_____	_____	_____
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_____	_____	_____
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_____	_____	_____
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0-Level Witch Spells (Cantrips)

Save DC	Per Day	Notes
Prepared		

Save DC	Per Day	Notes
# Prepared		

First-Level Witch Spells

Save DC	Per Day	Notes
# Prepared		

Third-Level Witch Spells

Save DC	Per Day	Notes
# Prepared		

Patron Spell _____

Patron Spell _____

Second-Level Witch Spells

Save DC	Per Day	Notes
# Prepared		

Fourth-Level Witch Spells

Save DC	Per Day	Notes
# Prepared		

# Prepared	Notes
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Patron Spell _____

Int _____ Wis _____ Cha _____
 Base Atk _____ CMB _____ CMD _____
 SQ _____

 Feats _____

 Skills _____

 Gear _____

 Notes _____

Hex	Witch Hexes Notes
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Patron Theme: _____

Familiar
 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 _____

0-Level Magnus Spells (Cantrips)

Save DC _____

Per Day _____

Prepared

Notes

First-Level Magnus Spells

Save DC _____

Per Day _____

Prepared

Notes

Third-Level Magnus Spells

Save DC _____

Per Day _____

Prepared

Notes

Fourth-Level Magnus Spells

Save DC _____

Per Day _____

Prepared

Notes

Second-Level Magnus Spells

Save DC _____

Per Day _____

Prepared

Notes

Magnus Spells

Fifth-Level Magnus Spells

Save DC _____ Per Day _____

Prepared

Notes

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Sixth-Level Magnus Spells

Save DC _____ Per Day _____

Prepared

Notes

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Arcane Pool

Points _____ Max Bonus _____

Weapon Properties	Cost
_____ Dancing	+4
_____ Flaming	+1
_____ Flaming burst	+2
_____ Frost	+1
_____ Icy Burst	+2
_____ Keen	+1 (P/S only)
_____ Shock	+1
_____ Shocking Burst	+2
_____ Speed	+3
_____ Vorpal	+5 (S only)

First-Level Antipaladin Spells

Save DC _____ Per Day _____

# Prepared		Notes
_____	Bane	_____
_____	Cause Fear	_____
_____	Command	_____
_____	Curse Water	_____
_____	Death Knell	_____
_____	Detect Poison	_____
_____	Disguise Self	_____
_____	Doom	_____
_____	Inflict Light Wounds	_____
_____	Magic Weapon	_____
_____	Protection from Good/Law _____	_____
_____	Read Magic	_____
_____	Summon Monster I <i>(Evil creatures only)</i>	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Second-Level Antipaladin Spells

Save DC _____ Per Day _____

# Prepared		Notes
_____	Blindness/Deafness	_____
_____	Bull's Strength	_____
_____	Corruption Resistance*	_____
_____	Darkness	_____
_____	Darkvision	_____
_____	Desecrate	_____
_____	Eagle's Splendor	_____
_____	Hold Person	_____
_____	Invisibility	_____
_____	Scare	_____
_____	Silence	_____
_____	Summon Monster II <i>(Evil creatures only)</i>	_____
_____	Undetectable Alignment	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Third-Level Antipaladin Spells

Save DC _____ Per Day _____

# Prepared		Notes
_____	Animate Dead	_____
_____	Bestow Curse	_____
_____	Contagion	_____
_____	Deeper Darkness	_____
_____	Defile Armor* <i>As sanctify armor, but DR good</i>	_____
_____	Dispell Magic	_____
_____	Inflict Moderate Wounds	_____

_____	Magic Circle against Good/Law _____	_____
_____	Magic Weapon, Greater	_____
_____	Nondetection	_____
_____	Summon Monster III <i>(Evil creatures only)</i>	_____
_____	Vampiric Touch	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Fourth-Level Antipaladin Spells

Save DC _____ Per Day _____

# Prepared		Notes
_____	Dispell Good	_____
_____	Dispell Law	_____
_____	Fear	_____
_____	Inflict Serious Wounds	_____
_____	Invisibility, Greater	_____
_____	Poison	_____
_____	Resounding Blow*	_____
_____	Slay Living	_____
_____	Summon Monster IV <i>(Evil creatures only)</i>	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Fiendish Boon: Servant

Name: _____

Align: _____ Size _____ Type: _____

Init: _____ Senses: _____

Defense

AC _____ touch _____ flat-footed _____

Hp _____ HD _____d10_____

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 _____

Antipaladin Spells

Fiendish Boon: Weapon

Minutes Per Day	Total Bonus
Weapon Properties	
___ Anarchic	+2
___ Flaming	+1
___ Flaming burst	+2
___ Keen	+1 (P/S only)
___ Speed	+3
___ Unholy	+2
___ Vicious	+1
___ Vorpal	+5 (S only)
___ Wounding	+2

Touch of Corruption

Damage Done	Per Day	Notes
Cruelties		
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____

Channel Negative Energy

Save DC	Per Day	Channel Damage
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