

0—Level Bard Spells (Cantrips)

Known

Save DC

Spells Known

Notes

First—Level Bard Spells

Known

Save DC

Per Day

Cast Today:

Spells Known

Notes

Second—Level Bard Spells

Known

Save DC

Per Day

Cast Today:

Spells Known

Notes

Third—Level Bard Spells

Known

Save DC

Per Day

Cast Today:

Spells Known

Notes

Fourth—Level Bard Spells

Known

Save DC

Per Day

Cast Today:

Spells Known

Notes

Fifth—Level Bard Spells

Known

Save DC

Per Day

Cast Today:

Spells Known

Notes

Sixth—Level Bard Spells

Known

Save DC

Per Day

Cast Today:

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

Prepared Notes

	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

Domain Spell: _____
Domain Spell: _____

Prepared Notes

	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

Domain Spell: _____
Domain Spell: _____

Prepared Notes

	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

Domain Spell: _____
Domain Spell: _____

Prepared Notes

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

Fourth—Level Cleric Spells

_____	Save DC	_____	Per Day
_____	Domain Spell:	_____	
_____	Domain Spell:	_____	
# Prepared			Notes
_____	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	_____	

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

Fifth—Level Cleric Spells

_____	Save DC	_____	Per Day
_____	Domain Spell:	_____	
_____	Domain Spell:	_____	
# Prepared			Notes
_____	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	_____	
_____	_____	_____	
_____	_____	_____	
_____	_____	_____	

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	_____	

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

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)

Eighth—Level Cleric Spells

Save DC

Per Day

Domain Spell:

Domain Spell:

Prepared

Notes

0—Level Druid Spells (Orisons)

Save DC	Per Day	
Prepared		Notes
	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	
# Prepared		Notes
	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	
# Prepared		Notes
	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	
# Prepared		Notes
	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	
# Prepared		Notes
	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	
# Prepared		Notes
	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	
# 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	
	Spellstaff	
	Stone Tell	
	Summon Nature's Ally VI	
	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	
	Scrying, Greater	
	Summon Nature's Ally VII	
	Sunbeam	
	Transmute Metal to Wood	
	True Seeing	
	Wind Walk	

Eighth—Level Druid Spells

Save DC	Per Day	
# Prepared		Notes
	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 _____

SO _____

Feats _____

Skills _____

Gear _____

Notes _____

First—Level Paladin Spells

Save DC	Per Day	
# Prepared		Notes
	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	
# Prepared		Notes
	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	
# Prepared		Notes
	Cure Moderate Wounds	
	Daylight	
	Discern Lies	
	Dispel 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	
# Prepared		Notes
	Break Enchantment	
	Cure Serious Wounds	
	Death Ward	
	Dispel Chaos	
	Dispel 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 Sorcerer Spells (Cantrips)

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

First—Level Sorcerer Spells

Known	Save DC	Per Day
Cast Today: _____		
Spells Known		Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Bloodline Spell _____

Second—Level Sorcerer Spells

Known	Save DC	Per Day
Cast Today: _____		
Spells Known		Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Bloodline Spell _____

Third—Level Sorcerer Spells

Known	Save DC	Per Day
Cast Today: _____		
Spells Known		Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Bloodline Spell _____

Fourth—Level Sorcerer Spells

Known	Save DC	Per Day
Cast Today: _____		
Spells Known		Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Bloodline Spell _____

Fifth—Level Sorcerer Spells

Known	Save DC	Per Day
Cast Today: _____		
Spells Known		Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Bloodline Spell _____

Sixth—Level Sorcerer Spells

Known	Save DC	Per Day
Cast Today: _____		
Spells Known		Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____

Bloodline Spell _____

Seventh—Level Sorcerer Spells

Known	Save DC	Per Day
Cast Today: _____		
Spells Known		Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____

Bloodline Spell _____

Eighth—Level Sorcerer Spells

Known	Save DC	Per Day
Cast Today: _____		
Spells Known		Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____

Bloodline Spell _____

Ninth—Level Sorcerer Spells

Known	Save DC	Per Day
Cast Today: _____		
Spells Known		Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____

Bloodline Spell _____

Bloodline: _____
 Bloodline Arcana: _____

Wizard Spells

0-Level Wizard Spells (Cantrips)

Save DC	Per Day	Notes
Prepared		

Third-Level Wizard Spells

Save DC	Per Day	Notes
# Prepared		

First-Level Wizard Spells

Save DC	Per Day	Notes
# Prepared		

Fourth-Level Wizard Spells

Save DC	Per Day	Notes
# Prepared		

Second-Level Wizard Spells

Save DC	Per Day	Notes
# Prepared		

Wizard Spells

Fifth-Level Wizard Spells

[illegible]

Sixth-Level Wizard Spells

[illegible]

Seventh-Level Wizard Spells

[illegible]

Eighth-Level Wizard Spells

[illegible]

Ninth-Level Wizard Spells

[illegible]

School Specialization

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

School Abilities _____

