

CHARACTER NAME

PLAYER

Paladin
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP Hit Points, AC Armor Class, Initiative Modifier, and Base Attack Bonus calculation boxes.

DAMAGE REDUCTION, HIT DIE TYPE (d10), and SPEED fields.

SAVING THROWS section including Fortitude, Reflex, and Will with their respective modifiers.

CONDITIONAL MODIFIERS: Divine Grace. Apply Cha bonus (if you have one) to all saves.

MELEE and RANGED ATTACK BONUS calculation boxes.

WEAPON table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

WEAPON table (repeated)

WEAPON table (repeated)

ARMOR/PROTECTIVE ITEM table with columns for Type, Armor Bonus, Max Dex Bonus, Check Penalty, Spell Failure, Speed, Weight, and Special Properties.

SHIELD/PROTECTIVE ITEM table with columns for Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

AMMUNITION table with columns for Ammunition type and quantity.

SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists skills like Alchemy, Appraise, Balance, etc.

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

PALADIN SPELLS

RANGER SPELLS

SPELL SAVE

<input type="checkbox"/>	WIS MODIFIER
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SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your paladin class level.

SPELL SAVE

<input type="checkbox"/>	WIS MODIFIER
--------------------------	-----------------

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

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<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your ranger class level.

SPELL SAVE

<input type="checkbox"/>	WIS MODIFIER
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SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your ranger class level.

1ST LEVEL

- Bless
- Bless Water
- Bless Weapon
- Create Water
- Cure Light Wounds
- Detect Poison
- Detect Undead
- Divine Favor
- Endure Elements
- Magic Weapon
- Protection from Evil
- Read Magic
- Resistance
- Virtue

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1ST LEVEL

- Alarm
- Animal Friendship
- Delay Poison
- Detect Animals or Plants
- Detect Snares and Pits
- Entangle
- Magic Fang
- Pass without Trace
- Read Magic
- Resist Elements
- Speak with Animals
- Summon Nature's Ally I

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- Animal Friendship
- Delay Poison
- Detect Animals or Plants
- Detect Snares and Pits
- Entangle
- Magic Fang
- Pass without Trace
- Read Magic
- Resist Elements
- Speak with Animals
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2ND LEVEL

- Delay Poison
- Remove Paralysis
- Resist Elements
- Shield Other
- Undetectable Alignment

2ND LEVEL

- Delay Poison
- Remove Paralysis
- Resist Elements
- Shield Other
- Undetectable Alignment

2ND LEVEL

- Animal Messenger
- Cure Light Wounds
- Detect Chaos
- Detect Evil
- Detect Good
- Detect Law
- Hold Animal
- Protection from Elements
- Sleep
- Snare
- Speak with Plants
- Summon Nature's Ally II

2ND LEVEL

- Animal Messenger
- Cure Light Wounds
- Detect Chaos
- Detect Evil
- Detect Good
- Detect Law
- Hold Animal
- Protection from Elements
- Sleep
- Snare
- Speak with Plants
- Summon Nature's Ally II

3RD LEVEL

- Cure Moderate Wounds
- Discern Lies
- Dispel Magic
- Greater Magic Weapon
- Heal Mount
- Magic Circle against Evil
- Prayer
- Remove Blindness/Deafness

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- Cure Moderate Wounds
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- Dispel Magic
- Greater Magic Weapon
- Heal Mount
- Magic Circle against Evil
- Prayer
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3RD LEVEL

- Control Plants
- Diminish Plants
- Greater Magic Fang
- Neutralize Poison
- Plant Growth
- Remove Disease
- Summon Nature's Ally III
- Tree Shape
- Water Walk

3RD LEVEL

- Control Plants
- Diminish Plants
- Greater Magic Fang
- Neutralize Poison
- Plant Growth
- Remove Disease
- Summon Nature's Ally III
- Tree Shape
- Water Walk

4TH LEVEL

- Cure Serious Wounds
- Death Ward
- Dispel Evil
- Freedom of Movement
- Holy Sword
- Neutralize Poison

4TH LEVEL

- Cure Serious Wounds
- Death Ward
- Dispel Evil
- Freedom of Movement
- Holy Sword
- Neutralize Poison

4TH LEVEL

- Cure Serious Wounds
- Freedom of Movement
- Nondetection
- Polymorph Self
- Summon Nature's Ally IV
- Tree Stride
- Wind Wall

4TH LEVEL

- Cure Serious Wounds
- Freedom of Movement
- Nondetection
- Polymorph Self
- Summon Nature's Ally IV
- Tree Stride
- Wind Wall