

CHARACTER NAME

PLAYER

Ranger  
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

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

HP, AC, Initiative, and Base Attack Bonus calculation boxes.

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

SAVING THROWS: FORTITUDE, REFLEX, WILL. Includes calculation boxes for Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, and Temporary Modifier.

MELEE and RANGED ATTACK BONUS calculation boxes.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

WEAPON table (duplicate)

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ARMOR/PROTECTIVE ITEM table with columns: ARMOR/PROTECTIVE ITEM, TYPE, ARMOR BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

SHIELD/PROTECTIVE ITEM table with columns: SHIELD/PROTECTIVE ITEM, ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE, SPECIAL PROPERTIES.

AMMUNITION section with visual representations of arrows and bolts.

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Lists skills like Alchemy, Appraise, Bluff, 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.

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

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### 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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### 2ND LEVEL

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

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- Remove Paralysis
- Resist Elements
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- 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

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- 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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### 3RD LEVEL

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

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- Greater Magic Fang
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### 4TH LEVEL

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

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

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