

# Spheres of Power




CHARACTER NAME \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

PLAYER \_\_\_\_\_

CHARACTER LEVEL \_\_\_\_\_

DEITY \_\_\_\_\_

RACE \_\_\_\_\_

SIZE \_\_\_\_\_

GENDER \_\_\_\_\_

AGE \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

HAIR \_\_\_\_\_

EYES \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

**AC**  
ARMOR CLASS

TOTAL = 10 +  (ARMOR BONUS) +  (SHIELD BONUS) +  (DEX MODIFIER) +  (SIZE MODIFIER) +  (NATURAL ARMOR) +  (DEFLECTION MODIFIER) +  (MISC MODIFIER)

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

MODIFIERS

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP ARMOR	MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>REFLEX</b> (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WILL</b> (WISDOM)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**BASE ATTACK BONUS**  **CASTER LEVEL**

**CMB**  =  (BASE ATTACK BONUS) +  (STRENGTH MODIFIER) +  (SIZE MODIFIER) +  (MODIFIERS)

**MSB**

**CMD**  =  (BASE ATTACK BONUS) +  (STRENGTH MODIFIER) +  (DEXTERITY MODIFIER) +  (SIZE MODIFIER) + 10

**MSD**

**SPELL POINTS**  (TOTAL)  (CURRENT TOTAL)

**SPELL RESISTANCE**

## SPHERE EFFECTS

NAME	RANGE	AREA	CL	DC	EFFECT
MODIFIERS					

NAME	RANGE	AREA	CL	DC	EFFECT
MODIFIERS					

NAME	RANGE	AREA	CL	DC	EFFECT
MODIFIERS					

NAME	RANGE	AREA	CL	DC	EFFECT
MODIFIERS					

NAME	RANGE	AREA	CL	DC	EFFECT
MODIFIERS					

## WEAPONS & ATTACKS

WEAPONS & ATTACKS	ATTACK MODIFIERS	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES

**HP**  
HIT POINTS

TOTAL  DR

WOUNDS/CURRENT HP

NONLEATHAL DAMAGE

**INITIATIVE**  =  (TOTAL) =  (DEX MODIFIER) +  (MISC MODIFIER)

**SPEED**  
LAND

BASE SPEED:  FT.  SQ. WITH ARMOR:  FT.  SQ.

FLY MANEUVERABILITY:  FT. SWIM:  FT. CLIMB:  FT. BURROW:  FT.

## SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
ACROBATICS	<input type="text"/>	= DEX <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
APPRAISE	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
BLUFF	<input type="text"/>	= CHA <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
CLIMB	<input type="text"/>	= STR <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
CRAFT _____	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
CRAFT _____	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
CRAFT _____	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
DIPLOMACY	<input type="text"/>	= CHA <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
DISABLE DEVICE <sup>o</sup>	<input type="text"/>	= DEX <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
DISGUISE	<input type="text"/>	= CHA <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
ESCAPE ARTIST	<input type="text"/>	= DEX <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
FLY	<input type="text"/>	= DEX <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
HANDLE ANIMAL	<input type="text"/>	= CHA <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
HEAL	<input type="text"/>	= WIS <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
INTIMIDATE	<input type="text"/>	= CHA <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
KNOWLEDGE (ARCANA) <sup>o</sup>	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
KNOWLEDGE (DUNGEONEERING) <sup>o</sup>	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
KNOWLEDGE (ENGINEERING) <sup>o</sup>	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
KNOWLEDGE (GEOGRAPHY) <sup>o</sup>	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
KNOWLEDGE (HISTORY) <sup>o</sup>	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
KNOWLEDGE (LOCAL) <sup>o</sup>	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
KNOWLEDGE (NOBILITY) <sup>o</sup>	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
KNOWLEDGE (PLANES) <sup>o</sup>	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
KNOWLEDGE (RELIGION) <sup>o</sup>	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
LINGUISTICS <sup>o</sup>	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
PERCEPTION	<input type="text"/>	= WIS <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
PERFORM _____	<input type="text"/>	= CHA <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
PERFORM _____	<input type="text"/>	= CHA <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
PROFESSION <sup>o</sup> _____	<input type="text"/>	= WIS <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
PROFESSION <sup>o</sup> _____	<input type="text"/>	= WIS <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
RIDE	<input type="text"/>	= DEX <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
SENSE MOTIVE	<input type="text"/>	= WIS <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
SLEIGHT OF HAND	<input type="text"/>	= DEX <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
SPELLCRAFT	<input type="text"/>	= INT <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
STEALTH	<input type="text"/>	= DEX <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
SURVIVAL	<input type="text"/>	= WIS <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
SWIM	<input type="text"/>	= STR <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
USE MAGIC DEVICE <sup>o</sup>	<input type="text"/>	= CHA <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

CLASS SKILL <sup>o</sup>TRAINED ONLY

LANGUAGES: \_\_\_\_\_

