

1	2	3	4																	
CHARACTER	CHARACTER	CHARACTER	CHARACTER	ARMOR CHECK PENALTY <table border="1" style="display:inline-table; width:40px; height:15px;"><tr><td> </td><td> </td><td> </td><td> </td></tr></table>																
RACE _____ SIZE _____	RACE _____ SIZE _____	RACE _____ SIZE _____	RACE _____ SIZE _____	• Can Be Used Untrained <table border="1" style="display:inline-table; width:40px; height:15px;"><tr><td> </td><td> </td><td> </td><td> </td></tr></table> † Armor Check Penalty																
CLASS _____ LEVEL _____	CLASS _____ LEVEL _____	CLASS _____ LEVEL _____	CLASS _____ LEVEL _____	Appraise •																
GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____	GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____	GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____	GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____	Balance • †																
DEITY _____ ALIGNMENT _____	DEITY _____ ALIGNMENT _____	DEITY _____ ALIGNMENT _____	DEITY _____ ALIGNMENT _____	Bluff •																
LANGUAGE _____	LANGUAGE _____	LANGUAGE _____	LANGUAGE _____	Climb • †																
ARMOR & WEAPONS WORN _____	ARMOR & WEAPONS WORN _____	ARMOR & WEAPONS WORN _____	ARMOR & WEAPONS WORN _____	Concentration •																
WEAPONS USED _____	WEAPONS USED _____	WEAPONS USED _____	WEAPONS USED _____	Craft • _____																
NOTABLE ITEMS	NOTABLE ITEMS	NOTABLE ITEMS	NOTABLE ITEMS	Craft • _____																
ABILITY SCORES	ABILITY SCORES	ABILITY SCORES	ABILITY SCORES	Decipher Script																
STR <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table> INT <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table>					STR <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table> INT <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table>					STR <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table> INT <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table>					STR <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table> INT <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table>					Diplomacy •
DEX <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table> WIS <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table>					DEX <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table> WIS <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table>					DEX <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table> WIS <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table>					DEX <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table> WIS <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table>					Disable Device
CON <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table> CHA <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table>					CON <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table> CHA <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table>					CON <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table> CHA <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table>					CON <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table> CHA <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td><td> </td></tr></table>					Disguise •
MOVEMENT & LIFTING	MOVEMENT & LIFTING	MOVEMENT & LIFTING	MOVEMENT & LIFTING	Escape Artist • †																
SPEED <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> OVER HEAD <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> OFF GROUND <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> PUSH OR DRAG <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table>					SPEED <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> OVER HEAD <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> OFF GROUND <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> PUSH OR DRAG <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table>					SPEED <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> OVER HEAD <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> OFF GROUND <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> PUSH OR DRAG <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table>					SPEED <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> OVER HEAD <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> OFF GROUND <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> PUSH OR DRAG <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table>					Forgery •
SAVING THROWS	SAVING THROWS	SAVING THROWS	SAVING THROWS	Gather Information •																
FORT <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> REF <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> WILL <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table>				FORT <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> REF <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> WILL <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table>				FORT <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> REF <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> WILL <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table>				FORT <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> REF <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> WILL <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table>				Handle Animal				
SAVING THROW MODIFIERS	SAVING THROW MODIFIERS	SAVING THROW MODIFIERS	SAVING THROW MODIFIERS	Heal •																
ARMOR CLASS <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table>				ARMOR CLASS <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table>				ARMOR CLASS <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table>				ARMOR CLASS <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table> <table border="1" style="display:inline-table; width:30px; height:20px;"><tr><td> </td></tr></table>				Hide • †				
ARMOR CLASS MODIFIERS	ARMOR CLASS MODIFIERS	ARMOR CLASS MODIFIERS	ARMOR CLASS MODIFIERS	Intimidate •																
HIT POINTS <table border="1" style="display:inline-table; width:100px; height:20px;"><tr><td> </td></tr></table>		HIT POINTS <table border="1" style="display:inline-table; width:100px; height:20px;"><tr><td> </td></tr></table>		HIT POINTS <table border="1" style="display:inline-table; width:100px; height:20px;"><tr><td> </td></tr></table>		HIT POINTS <table border="1" style="display:inline-table; width:100px; height:20px;"><tr><td> </td></tr></table>		Jump • †												
NONLETHAL <table border="1" style="display:inline-table; width:100px; height:20px;"><tr><td> </td></tr></table>		NONLETHAL <table border="1" style="display:inline-table; width:100px; height:20px;"><tr><td> </td></tr></table>		NONLETHAL <table border="1" style="display:inline-table; width:100px; height:20px;"><tr><td> </td></tr></table>		NONLETHAL <table border="1" style="display:inline-table; width:100px; height:20px;"><tr><td> </td></tr></table>		Knowledge _____												
				Knowledge _____																
				Knowledge _____																
				Knowledge _____																
				Listen •																
				Move Silently • †																
				Open Lock																
				Perform _____																
				Perform _____																
				Perform _____																
				Profession _____																
				Profession _____																
				Ride •																
				Search •																
				Sense Motive •																
				Sleight of Hand †																
				Spellcraft																
				Spot •																
				Survival •																
				Swim • ††																
				Tumble †																
				Use Magic Device																
				Use Rope •																

