Character Name Class Race					<u>_</u>	Player									<u>UNGEONS</u>					
						·					Deity	eity 7)RAGONS [®]					
													HARAC					TS		
Size	Age	Ger	nder	Height	W	/eight	Ey	es	Hair		Skin									
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER		TOT	AL	WOL	JNDS/CURREN	T HP	. —	SUBDUAL DAMAG	E R	DAMAGE EDUCTION	HIT DIE TYPE	;	SPEED)		
STR		Щ	ш	ш	HF hit poi		╝													
DEX dexterity			ш	ш	AC armor c			10+	+	+	-	+	+		[
CON constitution						TO1			ARMOR S BONUS E	HIELD SONUS M	DEX 10DIFIER	SIZE NATUR MODIFIER ARMO	AL MISC R MODIFIER		CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE		
INT intelligence				п.	INII	IATIV odifier		=	:+		LASS			SKILI	_S	MA	X RANKS	/		
WIS		一		П		05.45			DEX MODIFIER M	ODIFIER	CROSS-CLASS	KILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
CHA		H	Н	н	BA	SE AT	TAC	K				Ichemy		int			+	+		
											□ A	nimal empat	hy	cha		=	+	+		
SAVING	THROWS	TOT	AL BAS	E ABILITY E MODIFIE	MAGIC R MODIFIER	MISC. 1 MODIFIER	MODIFI	ER CON	ditional modi	fiers	_	ppraise ■ alance ■		int dex*		= =	+	_+ +		
(consti	tution)		╝	+	+	الــــــــــــــــــــــــــــــــــــ	_	41				luff∎		cha str*		=	+	+		
REF (dexte	LEX erity)		_=[_	+	+	+ +					_	limb∎ oncentratio	n∎	str* con		= =	+	_+ +		
WI	LL dom)		7=[+	+	+ - +		11.			_	raft ■ (_) int	:	=	+	+		
(WISC	aom											ecipher Scri Diplomacy ■	pι	int cha		= =	+	_+ +		
			TO	OTAL	BASE ATTACK	K BONUS M	STR ODIFIER	SIZE MODIFII	MISC ER MODIFIER	TEMPORAR MODIFIER	. –	Disable Devic	е	int	:	=	+	+		
N _{att}	1ELEE tack bonus			=	:	+		+	+	+		oisguise ■ scape Artist		cha dex*		= =	+	_+ +		
	NGED tack bonus)						+]+	+		orgery ■	mation =	int		=	+	+		
att	tack bonus		T(DTAL	BASE ATTACK	K BONUS M	DEX	SIZE	MISC ER MODIFIER		_	Gather Infor Handle Anima		cha cha	:	=	+	_+ +		
							0512		ER MODIFIER		_	leal ■		wis	:	=	+	+		
\	WEAPC	N		TOTAL AT	TACK BON	IUS	DAM	IAGE	CRITI	CAL	_	lide ■ nnuendo		dex* wis	:	=	+	_+ +		
												ntimidate =		cha	:	=	+	+		
RANGE	WEIGHT	T	/PE	SIZE		SPE	CIAL	PROPER	RTIES			ntuit Directi ump∎	on	wis str*		= =	+	_+ +		
												nowledge (a		int		=	+	+		
\	WEAPC	N		TOTAL AT	TACK BON	IUS	DAM	IAGE	CRITI	CAL		nowledge (a engineering)	rchitecture	int	:	=	+	+		
												nowledge (g		int int		=	+	+		
RANGE	WEIGHT	T	/PE	SIZE		SPE	CIAL	PROPER	RTIES			nowledge (r nowledge (l		int		= =	+	_+ +		
											□ K	nowledge (r		int	:	=	+	+		
	WEAPC	N		TOTAL AT	TVCK BOV	2111	DAM	IAGE	CRITI	CAL		nowledge nobility & roya	alty)	int	:	=	+	+		
				TOTAL AT	TACK DOI	103	DAIV	IAGL	CKITI	CAL		nowledge (t		int	:	=	+	+		
RANGE	WEIGHT	<u></u>	/PE	SIZE		SPE	CIAL I	PROPER	RTIES		□L	nowLedge (r isten ■		int wis	:	= =	+	_+ +		
												Move Silently Open Lock	/ ■	dex*		=	+	+		
				!								erform∎(_		dex _)		=	+	_+		
ARMOR	/PROTEC	TIVE IT	EM	TYPE		ARMOR B	ONUS	S [MAX DEX E	BONUS	(_)) cha						
											P	ick Pocket		_) cha dex*		= =	+	_+ +		
CHECK PEN	IALTY SPEI	L FAILU	RE SP	PEED WE	IGHT	Ç	SPECIA	AL PROF	PERTIES		_	rofession (₋ lead lips		_) wis int	:	=	+	+		
											_	ide ■ (_) dex		= =	+	_+		
SHIELD/F	PROTECT	IVE ITE	M ARN	MOR BONU	IS WEIG	нт Сн	FCK PI	FNALTY	SPELL F	AII URF		cry ■ earch ■		int int		=	.+	_+		
									0.222			ense Motive	•	wis		= =	+	_+		
				SPECIAL P	 ROPERTIE	S					_	pellcraft pot∎		int wis	:	=	+	_+		
											□ S	wim ■		str**	·	= =	+	_+ _+		
				AMMUI	NITION						_	umble Ise Magic De	vice	dex* cha	:	=	+	_+		
											□U	Ise Rope ■		dex	:	= =	+	_+ _+		
											_	Vilderness Lo	ore ■	wis	:	=	+	+		
																=	.+	_+		

				SPECIAL	L ABILITIES	S/FEATS		SPE	LLS	
campaign				_			0:			
				1			O			
experience points										
experience points										
	G	EAR					1st:			
ITEM	WT.	ITEM	WT.							
							2nd:			
							3rd:			
							4th:			
							5th:			
							6th:			
							7th:			
							8th:			
							9th:			
							SP	ELL SA	VE	
							'			DC MOD
							SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS
							SAVE DC		PER DAY	
				LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		0		0
	\perp]				1ST		
	\perp			LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG		2ND		
	+			EQUALS MAX LOAD	2 - MAX LOAD	5 ~ MAX LOAD		3RD		
	\perp	TOTAL WEIGHT CARRIED			ANGHAGE	c		4TH		
	N 44		<u></u>		.ANGUAGE					
	IVI	ONEY		Initial languages = Each additional lan	: Common + racial lan nguage (Speak Langua	guages + Int bonus ge) = skill points		5TH		Щ
cp —								6TH		
								7TH		
sp —								8TH		\Box
gp —								9TH		
								mber of sp		
pp —							3rd	4th	5th	1
				J				7th	8th	1
							9th			