CHARACTER NAME	PLAYER	<u>_</u>	DUNGEONS					
CLASS AND LEVEL CAREER L	FVEL RACE ALIGNMENT	DEITY	RAG	<u> SNE</u>				
			TER REC	ORD SHE	ET			
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(CONSTITUTION)		☐ CONCENTRATION ■	CON	_=+	+			
(DEXTERITY)]++	□ CRAFT ■ (_) INT	_=+_	+			
WILL (WISDOM) = +]+	☐ CRAFT ■ (_) INT _) INT	_=+	+			
		☐ DECIPHER SCRIPT	INT	_ =+	+			
BASE ATTACK BONUS	SPELL RESISTANCE	☐ DIPLOMACY ■	СНА	_=+_	+			
CDADDIE		□ DISABLE DEVICE□ DISGUISE ■	CHA	_=+	+			
GRAPPLE =	ATTACK STRENGTH SIZE MISC	☐ ESCAPE ARTIST ■	DEX*	=+	+			
	NUS MODIFIER MODIFIER MODIFIER	☐ FORGERY ■	INT	_=+	+			
ATTACK	K BONUS DAMAGE CRITICAL	☐ GATHER INFORMATION ■ ☐ HANDLE ANIMAL	CHA	_=+	+			
ATTAC	K BONUS DAMAGE CRITICAL	☐ HEAL ■	WIS	+	+			
RANGE TYPE	NOTES	☐ HIDE ■	DEX*	_=+	+			
		☐ INTIMIDATE ■ ☐ JUMP ■	CHA STR*	=+_	+			
AMMUNITION		☐ Knowledge (_) INT	=+_	+			
		☐ KNOWLEDGE (_) INT	_=+	+			
ATTACK ATTACK	K BONUS DAMAGE CRITICAL	☐ KNOWLEDGE (_) INT _) INT	=+	+			
		☐ Knowledge (_) INT	=+_	+			
RANGE TYPE	NOTES	☐ LISTEN ■ ☐ MOVE SILENTLY ■	WIS	_=+	+			
		OPEN LOCK	DEX*	=+	+			
AMMUNITION DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	00000 00000 00000 00000	☐ Perform (_) сна	=+	+			
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		☐ RIDE ■ ☐ SEARCH ■	DEX	_=+	+			
AMMUNITION		☐ SEARCH ■ ☐ SENSE MOTIVE ■	WIS	=+	+			
ATTACK		☐ SLEIGHT OF HAND	DEX*	_=+	+			
ATTACK ATTAC	K BONUS DAMAGE CRITICAL	☐ SPELLCRAFT ☐ SPOT ■	INT	- =++	+			
		□ SURVIVAL ■	WIS WIS		+			
RANGE TYPE	NOTES	□ Swim ■	STR*	_=+_	+			
		☐ TUMBLE ☐ USE MAGIC DEVICE	DEX*	=+	_+			
AMMUNITION ======		☐ USE MAGIC DEVICE	DEX	=+	+			
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RANGE TYPE	NOTES			」 − [⊤]	'			
		■ Denotes a skill that can be used untrain ☐ Mark this box with an X if the skill is a	class skill for the ch					
AMMUNITION		* Armor check penalty, if any, applies. (D	ouble penalty for Sw	ım.j				

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