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PLAYER

RACE

DEITY

HEIGHT

SKIN



**AMMUNITION** \_\_\_\_\_ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

<input type="checkbox"/> APPRAISE ■	INT		=	—	+	+
<input type="checkbox"/> BALANCE ■	DEX*		=	—	+	+
<input type="checkbox"/> BLUFF ■	CHA		=	—	+	+
<input type="checkbox"/> CLIMB ■	STR*		=	—	+	+
<input type="checkbox"/> CONCENTRATION ■	CON		=	—	+	+
<input type="checkbox"/> CRAFT ■ ( )	INT		=	—	+	+
<input type="checkbox"/> CRAFT ■ ( )	INT		=	—	+	+
<input type="checkbox"/> CRAFT ■ ( )	INT		=	—	+	+
<input type="checkbox"/> DECIPHER SCRIPT	INT		=	—	+	+
<input type="checkbox"/> DIPLOMACY ■	CHA		=	—	+	+
<input type="checkbox"/> DISABLE DEVICE	INT		=	—	+	+
<input type="checkbox"/> DISGUISE ■	CHA		=	—	+	+
<input type="checkbox"/> ESCAPE ARTIST ■	DEX*		=	—	+	+
<input type="checkbox"/> FORGERY ■	INT		=	—	+	+
<input type="checkbox"/> GATHER INFORMATION ■	CHA		=	—	+	+
<input type="checkbox"/> HANDLE ANIMAL	CHA		=	—	+	+
<input type="checkbox"/> HEAL ■	WIS		=	—	+	+
<input type="checkbox"/> HIDE ■	DEX*		=	—	+	+
<input type="checkbox"/> INTIMIDATE ■	CHA		=	—	+	+
<input type="checkbox"/> JUMP ■	STR*		=	—	+	+
<input type="checkbox"/> KNOWLEDGE ( )	INT		=	—	+	+
<input type="checkbox"/> KNOWLEDGE ( )	INT		=	—	+	+
<input type="checkbox"/> KNOWLEDGE ( )	INT		=	—	+	+
<input type="checkbox"/> KNOWLEDGE ( )	INT		=	—	+	+
<input type="checkbox"/> KNOWLEDGE ( )	INT		=	—	+	+
<input type="checkbox"/> LISTEN ■	WIS		=	—	+	+
<input type="checkbox"/> MOVE SILENTLY ■	DEX*		=	—	+	+
<input type="checkbox"/> OPEN LOCK	DEX		=	—	+	+
<input type="checkbox"/> PERFORM ( )	CHA		=	—	+	+
<input type="checkbox"/> PERFORM ( )	CHA		=	—	+	+
<input type="checkbox"/> PERFORM ( )	CHA		=	—	+	+
<input type="checkbox"/> PROFESSION ( )	WIS		=	—	+	+
<input type="checkbox"/> PROFESSION ( )	WIS		=	—	+	+
<input type="checkbox"/> RIDE ■	DEX		=	—	+	+
<input type="checkbox"/> SEARCH ■	INT		=	—	+	+
<input type="checkbox"/> SENSE MOTIVE ■	WIS		=	—	+	+
<input type="checkbox"/> SLEIGHT OF HAND	DEX*		=	—	+	+
<input type="checkbox"/> SPELLCRAFT	INT		=	—	+	+
<input type="checkbox"/> SPOT ■	WIS		=	—	+	+
<input type="checkbox"/> SURVIVAL ■	WIS		=	—	+	+
<input type="checkbox"/> SWIM ■	STR*		=	—	+	+
<input type="checkbox"/> TUMBLE	DEX*		=	—	+	+
<input type="checkbox"/> USE MAGIC DEVICE	CHA		=	—	+	+
<input type="checkbox"/> USE ROPE ■	DEX		=	—	+	+
<input type="checkbox"/> _____	_____		=	—	+	+
<input type="checkbox"/> _____	_____		=	—	+	+
<input type="checkbox"/> _____	_____		=	—	+	+

\* *Armor check penalty, if any, applies. (Double penalty for Swim.)*

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## GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SPELL FAILURE	SPECIAL PROPERTIES			

	ALLOY	WEIGHT	SPECIAL PROPERTIES

	AC BONDS	WEIGHT	SPECIAL PROPERTIES

[illegible]

**PUSH OR  
DRAG**  
5 ×  
MAX LOAD

CP —

SP —

GP —

PP —

[illegible][illegible]

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0:	
1ST:	
2ND:	
3RD:	
4TH:	
5TH:	
6TH:	
7TH:	
8TH:	
9TH:	

DC MOD

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