

CLIMB SWIM

	NAME		PLAYER
•	LEVEL		DEITY
	CIZE	DACE	CHITUDE

DEXTERITY DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA HITPOINTS & WOUNDS ATTACKS BASE MELEE	ABILITY MOD ABILITY H (STR) +	SIZE	M MC		TEMP.	MOD.	REFLEX	# (CON) + (DEX) + (WIS) + (WIS) + (BAS)	++	= = = = = = = = = = = = = = = = = = =
DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA HITPOINTS & WOUNDS ATTACKS BASE MELEE	ABILITY	SIZE					REFLEX WILL SPELL RESISTANCE NOTES	H (DEX) H H (WIS) H BAS	E ABILTY + (DEX) +	=
ONSTITUTION NTELLIGENCE /ISDOM HARISMA IITPOINTS & WOUNDS TTACKS BASE	ABILITY	SIZE					SPELL RESISTANCE NOTES	BAS	E ABILTY + (DEX) +	MISC.
TTACKS BASE LISTODM TO THE LIGENCE TO THE	ABILITY	SIZE					NOTES		_ + _(DEX)_ +	=
TISDOM — HARISMA — ITPOINTS & WOUNDS TTACKS BASE	ABILITY	SIZE							_ + _(DEX)_ +	=
HARISMA	ABILITY	SIZE					SKILL NAME		_ + _(DEX)_ +	=
TTACKS BASE	ABILITY	SIZE					SKILL NAME		_ + _(DEX)_ +	=
TTACKS BASE	ABILITY	SIZE								
TTACKS BASE ELEE	ABILITY	SIZE					ACROBATICSAPPRAISE		T (INI) T	_
FTACKS BASE	ABILITY	SIZE					BLUFF		+ (CHA) +	
ELEE		SIZE					• CLIMB		+ (STR) +	
ELEE		SIZE					• CRAFT () 🗆 —	+ (INT) +	
ELEE		SIZE					• DIPLOMACY	/ <u> </u>	+ (CHA) +	
ELEE		SIZE					DISABLE DEVICE		+ (DEX) +	
ELEE			MISC.		ТЕМР.	TOTAL	• DISGUISE		+ (CHA) +	
	+ (STR) +						• ESCAPE ARTIST		+ (DEX) +	
ANGED			+	_+_	=		• FLY		+ (DEX) +	
	+ (DEX) +		+	+	=		 HANDLE ANIMAL 		+ (CHA) +	
 1B	+ (STR) +		+				• HEAL		+ (WIS) +	
	(31K)		'	_ ' _			• INTIMIDATE		+ (CHA) +	
							 KNOWLEDGE (ARCANA) 		+ (INT) +	
EFENSE DEX	ARMOR	SIZE	DODGE	1	MISC.	TOTAL	KNOWLEDGE (BLOODLINES)) 🗆 💳	+ (INT) +	
2 10 + (DEX)	+ +		+	+	=		 KNOWLEDGE (CULTURE) 		+ (INT) +	
	TT						 KNOWLEDGE (ENGINEERING 	;) 🗆 —	+ (INT) +	
OUCH 10 + (DEX)	+ 0 +		+	_ + _	=		 KNOWLEDGE (GEOGRAPHY) 		+ (INT) +	
AT 10 + 0	+ +		+ 0	+	=		 KNOWLEDGE (HISTORY) 		+ (INT) +	
m 10 + (o KNOWLEDGE (NATURE)		+ (INT) +	
10 + (STR+DEX)	+ (BAB) +		+	_ + _	=		o KNOWLEDGE (PLANES)		+ (INT) +	
							 KNOWLEDGE (RELIGION) 		+ (INT) +	=
EAPONS		BASE		DMG	CRIT.	TYPE	 LINGUISTICS 		+ (INT) +	=
		, ,	,				• PERCEPTION		+ (WIS) +	
		//	/		_		• PERFORM () 🗆	+ (CHA) +	=
		/ /	/				o profession () 🗆	_ + (WIS) +	=
		/				· <u> </u>	• RIDE		_ + (DEX) +	=
		_''	_'_				 SENSE MOTIVE 		+ (WIS) +	=
							 SLEIGHT OF HAND 		+ (DEX) +	=
RMOR			ARMOR	MAX		ARCANE	o SPELLCRAFT		_ + (INT) +	=
			CLASS	DEX.	PENALTY	FAILURE	• STEALTH		_ + (DEX) +	=
							• SURVIVAL		_ + (WIS) +	=
							• SWIM		+ (STR) +	=
					_		 USE MAGIC DEVICE 		+ (CHA) +	=
									CLASS SKILL	• UNTRAIN
DTAL							LANGUAGES & NOTES			
PEED					FT.	SQ.				

EQUIPMENT		WEIG	HT ABILITIES
HEAD			
HEADBAND			
EYES NECK			_
SHOULDERS -			_
BODY			
CHEST			
WRIST			_
HANDS RING			
RING –			_
BELT			_
FEET			
ARMOR -			
IN HAND			- -
SHIELD			
READIED			
_			FEATS
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-			TRAITS
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WEALTH			
	CD CD	CP.	
PP	GP SP	CP	_
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OTHER			SPECIAL ITEMS & NOTES
			SPECIAL HEMS & NOTES
GARRYING GARA	CVTV		
CARRYING CAPA	ACITY		_
LIGHT	MEDIUM	HEAVY	_
PUSH / DRAG			_
OFF GROUND			_
OVER HEAD			