| 1 | 2 | 3 | 4 | 1 2 3 4 |
|---|---|--|---|---|
| | | | | Armor Check Penalty |
| CHARACTER | CHARACTER | CHARACTER | CHARACTER | ■ Can be used untrained † Armor Check Penalty |
| | | | | Appraise • |
| RACE SIZE | RACE SIZE | RACE SIZE | RACE | Balance ■† |
| CLASS LEVEL | CLASS LEVEL | CLASS LEVEL | CLASS LEVEL | Bluff ■ |
| CEASS | CEASS | CLASS | CLASS | Climb ■† |
| GENDER AGE HEIGHT WEIGHT | GENDER AGE HEIGHT WEIGHT | GENDER AGE HEIGHT WEIGHT | GENDER AGE HEIGHT WEIGHT | Concentration • |
| | | | | Craft, |
| DEITY ALIGNMENT | DEITY ALIGNMENT | DEITY ALIGNMENT | DEITY ALIGNMENT | Craft, |
| | | <u> </u> | | Decipher Script |
| | | | | Diplomacy • |
| LANGUAGES | LANGUAGES | LANGUAGES | LANGUAGES | Disable Device |
| | | · ——— | | Disguise • |
| | | | | Escape Artist •† |
| ARMOR & PROTECTION WORN | ARMOR & PROTECTION WORN | ARMOR & PROTECTION WORN | ARMOR & PROTECTION WORN | Forgery Gather Information |
| WEAPONS USED | WEAPONS USED | WEAPONS USED | WEAPONS USED | Handle Animal |
| | WEAR 6116 66EB | 11211 0110 0025 | | Heal • |
| | | | | Hide ■† |
| NOTABLE ITEMS | NOTABLE ITEMS | NOTABLE ITEMS | NOTABLE ITEMS | Intimidate • |
| ABILITY SCORES | ABILITY SCORES | ABILITY SCORES | ABILITY SCORES | Jump •† |
| | | | | Knowledge, Arcana |
| STR INT | STR INT | STR INT | STR INT | Knowledge, Religion |
| DEX WIS | DEX WIS | DEX WIS | DEX WIS | Knowledge, Nature |
| CON CHA | CON CHA | CON CHA | CON CHA | Knowledge, |
| | | | | Knowledge, |
| MOVEMENT & LIFTING | MOVEMENT & LIFTING | MOVEMENT & LIFTING | MOVEMENT & LIFTING | Listen ■ |
| OFF PUSH OR SPEED OVER HEAD GROUND DRAG | OFF PUSH OR SPEED OVER HEAD GROUND DRAG | OFF PUSH OR SPEED OVER HEAD GROUND DRAG | OFF PUSH OR SPEED OVER HEAD GROUND DRAG | Move Silently ■† |
| | SVENTISMS CHOCKES | | | Open Lock |
| | | | | Perform, |
| SAVING THROWS | SAVING THROWS | SAVING THROWS | SAVING THROWS | Profession, |
| FORT REF WILL | FORT REF WILL | FORT REF WILL | FORT REF WILL | Ride ■ |
| | | | | Search ■ |
| | | | | Sense Motive ■ |
| SAVING THROW MODIFIERS | SAVING THROW MODIFIERS | SAVING THROW MODIFIERS | SAVING THROW MODIFIERS | Sleight of Hand † |
| FLAT VS | FLAT VS | FLAT VS | FLAT VS | Spellcraft |
| FOOT TOUCH | FOOT TOUCH | FOOT TOUCH | FOOT TOUCH | Spot ■ |
| ARMOR CLASS | ARMOR CLASS | ARMOR CLASS | ARMOR CLASS | Survival • |
| | | | | Swim ■† |
| | | | | Tumble † |
| ARMOR CLASS MODIFIERS SUB | ARMOR CLASS MODIFIERS SUB | ARMOR CLASS MODIFIERS SUB | ARMOR CLASS MODIFIERS SUB | Use Magic Device |
| DUAL | DUAL | SUB DUAL | DUAL | Use Rope ■ |
| HIT POINTS / | HIT POINTS / | HIT POINTS / | HIT POINTS / | |
| | | | | |