1	2	3	4	1 2 3 4
				Armor Check Penalty
CHARACTER	CHARACTER	CHARACTER	CHARACTER	■ Can be used untrained † Armor Check Penalty
				Alchemy
RACE	RACE	RACE SIZE	RACE SIZE	Animal Empathy
				Appraise ■
CLASS LEVEL	CLASS LEVEL	CLASS	CLASS LEVEL	Balance ■†
GENDER AGE HEIGHT WEIGHT	Bluff ■			
GENDER AGE HEIGHT WEIGHT	Climb ■†			
DEITY ALIGNMENT	DEITY ALIGNMENT	DEITY ALIGNMENT	DEITY ALIGNMENT	Concentration ■
				Decipher Script
				Diplomacy ■
LANGUAGES	LANGUAGES	LANGUAGES	LANGUAGES	Disable Device
				Disguise ■
				Escape Artist •†
ARMOR & PROTECTION WORN	Forgery ■			
				Gather Information ■
WEAPONS USED	WEAPONS USED	WEAPONS USED	WEAPONS USED	Handle Animal
				Heal ■
				Hide ■†
NOTABLE ITEMS	NOTABLE ITEMS	NOTABLE ITEMS	NOTABLE ITEMS	Innuendo
ABILITY SCORES	ABILITY SCORES	ABILITY SCORES	ABILITY SCORES	Intimidate ■
STR INT	STR INT	STR INT	STR INT	Intuit Direction
				Jump •†
DEX WIS	DEX WIS	DEX WIS	DEX WIS	Knowledge, arcana
CON CHA	CON CHA	CON CHA	CON CHA	Knowledge, religion
MOVEMENT & LIFTING	MOVEMENT & LIFTING	MOVEMENT & LIFTING	MOVEMENT & LIFTING	Knowledge, nature
OFF PUSH OR	OFF PUSH OR	OFF PUSH OR	OFF PUSH OR	Listen ■
SPEED OVER HEAD GROUND DRAG	Move Silently ■†			
				Open Lock
				Perform ■
SAVING THROWS	SAVING THROWS	SAVING THROWS	SAVING THROWS	Pick Pocket †
FORT REF WILL	FORT REF WILL	FORT REF WILL	FORT REF WILL	Read Lips
				Ride ■
				Scry ■
SAVING THROW MODIFIERS	SAVING THROW MODIFIERS	SAVING THROW MODIFIERS	SAVING THROW MODIFIERS	Search ■
FLAT VS FOOT TOUCH	FLAT VS FOOT TOUCH	FLAT VS FOOT TOUCH	FLAT VS FOOT TOUCH	Sense Motive ■
ARMOR CLASS	ARMOR CLASS	ARMOR CLASS	ARMOR CLASS	Spellcraft
ARIVIOR CLASS	ARIVIOR CLASS	ARMOR CLASS	ARMOR CLASS	Spot ■
				Swim • (-1 / 5 lbs)
ADMOD CLASS MODIFIEDS	ADMOD CLASS MODIFIEDS	ADMOD CLASS MODIFIEDS	ADMOD CLASS MODIFIEDS	Tumble †
ARMOR CLASS MODIFIERS SUB	Use Magic Device			
DUAL	DUAL	DUAL	DUAL	Use Rope ■
HIT POINTS /	HIT POINTS /	HIT POINTS /	HIT POINTS /	Wilderness Lore ■