TOTAL DESCRIPTIONS  TOTAL	Character Name	Race	ECL Play	rer		$-\mathbf{D}^{2}$
ADDITIONAL STATE S						<b>1</b>
TOTAL AND ANALYSIS SIZE SOCIAL PROPERTY.  WEAPON TOTAL ANALYSISTED S	Class	Level	Alignment Patr	on Deity		
DEAS.  DESCRIPTION OF THE PROPERTY OF THE PROP	Size Age Gender Height Weight Eyes	Hair Skin	Affiliation			Campaign
STEEL SPEED  ACCUMANT STATE ACCOUNT STATE AC	ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY HOUSE MODIFIER SCORE MODIFIER	omeland DAMAGE	Birthdate	SUBDUAL DAMAGE		Dungeon Master
TOTAL SOUTH SOUTH STATE STATE AND STATE STATE SOUTH SO		2				
TOTAL DESCRIPTION STATE AND AND STATE AND STATE AND STATE AND STATE AND	DEX hit poi	nts		<u> </u>		
TOTAL   SACRET SOUTH S				+ +10		
WEAPON TOTAL TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  WEAPON TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  TOTAL ATTACK BONUS DAMAGE CHIDAL  BANGE WEIGHT TYPE SZZ SPECA-PROPERTES  TOTAL ATTACK BONUS DAMAGE CHIDA	INT armor c	ARMOR SHIE BONUS BON	LD DEX DEFLECTION SIZE IUS MODIFIER MODIFIER MODIFIER	IATURAL MISC DAMAGE ARMOR MODIFIER REDUCTION C	MISS SPE	LL CHECK SPELL JRE PENALTY RESIST
BASE TTACK    CALL   CA				SS A ST OF S		
ASSING THROWS  TOTAL SIZE SOCIENTS AND ADMINISTRATION OF THE STATE OF	wisdom	<b>=</b>		SKILL NAME	ABILITY MODIFIE	R MODIFIER RANKS MODIFIER
REFLEX TOTAL ATTACK BORILS  WEAPON  TOTAL ATTACK BORILS  WEAPON  TOTAL ATTACK BORILS  DAMAGE  CRITICAL	charisma ARILITY MAGIC	MISC TEMPORARY		☐ Appraise ■	INT	=+
REFLEX WILL WILL WILL WILL WILL WILL WILL WIL	SAVING TITIOWS TOTAL SAVE MODIFIER MODIFIER M	ODIFIER MODIFIER CONditional modifiers				= + +
WEAPON TOTAL ATTACS BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACS BONUS	(constitution)	=				=++
MELLE TOTAL MARGENCHARS SHAPE NAVES TOTAL  MARGEN RANGED  GRAPPLE  TOTAL SECTION SHAPE SHAPE NAVES TO AND SHAPE SH	(dexterity)	+				=++
MELEE READ TOTAL SECTION SOUNDS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK		+		CRAFT ■ ()		=++
RANGE RANGED  REAL STATE OF THE STATE STATE STATE ATTACK SONUS  WEAPON  TOTAL ATTACK SONUS  DAMAGE  CRITICAL  CRIT		ABILITY SIZE MISC TEMPORARY MODIFIER MODIFIER MODIFIER		,		=++
GRAPPLE  TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT STAPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT STAPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT STAPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT STAPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANCE WEIGHT STAPE SIZE SPECIAL PROPERTIES  NOTES SECOND STAPE SIZE SPECIAL PROPERTIES  NO	attack bonus =	+ + + +		□□□□ DIPLOMACY ■	СНА	=++
SAMONE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONU	RANGED attack bonus	+ + + + +				=++
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS			SIGN, SIGIL, OR COAT OF ARMS			= + +
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RONGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RONGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  NOTE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  SPECIAL PROPERTIES  NOTES  NOTES  NOTES  PROPERTIES  NOTES  SPECIAL PROPERTIES  NOTES  SPECIAL PROPERTIES  NOTES  SPECIAL PROPERTIES  NOTES  SPECIAL PROPERTIES  NOTES  WEIGHT GRITICAL  WEIGHT GRITICAL  WEIGHT GRITICAL  SPECIAL PROPERTIES  NOTES  SPECIAL PROPERTIES  NOTES		NUS ABILITY SIZE MISC MODIFIER MODIFIER				=++
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE GRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  TOTAL ATTACK BONUS DAMAGE CRITICAL  SPECIAL PROPERTIES  TOTAL ATTACK BONUS DAMAGE CRITICAL  SPECIAL PROPERTIES  TOTAL ATTACK BONUS DAMAGE CRITICAL  TOTAL ATTACK BONUS DAMAGE CRIT	WEAPON TOTAL ATTACK BONUS					=++
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS						=++
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  CHARACTER SKETCH  DURATION TRACKER  1 2 3 4 5 0	RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES				=++
TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  CHARACTER SKETCH  DURATION TRACKER  1 2 3 4 5  KNOWLEGG-Region INT + + + + + + + + + + + + + + + + + + +				KNOWLEDGE = Arcana	INT	=++
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON T	WEAPON TOTAL ATTACK BONIE	S DAMAGE CRITICAL				=++
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  CHARACTER SKETCH DURATION TACKER  WEIGHT TYPE SIZE SPECIAL PROPERIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL	TOTAL ATTACK BONG.	DAIVIAGE CRITICAL		KNOWLEDGE - Geography		=++
WEAPON  TOTAL ATTACK BONUS  DAMAGE  CRITICAL  CHARACTER SKETCH  DURATION TRACKER  KNOWLEDGE- Robins A INT  KNOWLEDGE- Rob	RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES				=++
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  DURATION TRACKER 1 2 3 4 5					(	=++
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEIGHT TYPE SIZE SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM TYPE ARMOR BONUS MAX DEX BONUS  SHECK PENALTY SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES  NOTES  NOTES  PROFESSION ( ) CHA	WEAPON	DAMAGE ODITION		KNOWLEDGE-Nature		=++
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEIGHT TYPE SIZE SPECIAL PROPERTIES  WEIGHT TYPE SIZE SPECIAL PROPERTIES  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  RAMOR/PROTECTIVE ITEM ARMOR BONUS MAX DEX BONUS  SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT SPECIAL PROPERTIES  NOTES  NOTES  NOTES  PROFESSION WIS - + + + + + + + + + + + + + + + + + +	TOTAL ATTACK BONUS	S DAMAGE CRITICAL		KNOWLEDGE - Nobility & Royalty		= + +
TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON  TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM TYPE ARMOR BONUS MAX DEX BONUS  CHECK PENALTY SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES  SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT CHECK PENALTY SPELL FAILURE  PROTECTIVE ITEM BONUS BONUS WEIGHT CHECK PENALTY SPELL FAILURE  PROTECTIVE ITEM SPECIAL PROPERTIES  DIAMOR BONUS WEIGHT CHECK PENALTY SPELL FAILURE  PROTECTIVE ITEM SPECIAL PROPERTIES  DIAMOR BONUS WEIGHT CHECK PENALTY SPELL FAILURE  PROTECTIVE ITEM SPECIAL PROPERTIES  DIAMOR BONUS BONUS WEIGHT CHECK PENALTY SPELL FAILURE  PROTECTIVE ITEM SPECIAL PROPERTIES  DIAMOR BONUS BONUS WEIGHT CHECK PENALTY SPELL FAILURE  SPECIAL PROPERTIES  DIAMOR BONUS BONUS TYPE MISCELLANEOUS WEIGHT  SPECIAL PROPERTIES  DIAMOR BONUS BONUS TYPE MISCELLANEOUS WEIGHT  USE ROPE BONUS STR®  SPECIAL PROPERTIES  AMMUNITION  DIAMOR BONUS BONUS TYPE MISCELLANEOUS WEIGHT  USE ROPE BONUS STR®  TUMBLE DEX*  SPECIAL PROPERTIES  AMMUNITION	PANGE WEIGHT TYPE SIZE	SDECIAL PRODERTIES				=++
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  WIS - + + + +	NAIVOE WEIGHT THE SIZE	SI EGIAL I KOI EKTIES				=++
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM TYPE ARMOR BONUS MAX DEX BONUS  HECK PENALTY SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES  NOTES  PROFESSION ( ) CHA = + + + + + + + + + + + + + + + + + +	WEADON			KNOWLEDGE-(	) INT	=++
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM TYPE ARMOR BONUS MAX DEX BONUS  CHA - + + + -    PERFORM ( ) CHA - + + + +    PERFORM ( ) CHA -	WEAPON TOTAL ATTACK BONUS	S DAMAGE CRITICAL	$\mathbf{H}\mathbf{H}\mathbf{H}\mathbf{H}\mathbf{H}$			=++
ARMOR/PROTECTIVE ITEM  TYPE ARMOR BONUS MAX DEX BONUS  CHA		005000000000000000000000000000000000000	田田田田田	OPEN LOCK	DEX	=++
ARMOR/PROTECTIVE ITEM  TYPE ARMOR BONUS MAX DEX BONUS  MAX DEX BON	RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES	井田田田田	,		=++
ARMOR/PROTECTIVE ITEM  TYPE  ARMOR BONUS  MAX DEX BONUS  PERFORM (			井田田田田	,		= + +
NOTES    Perform (	ARMOR/PROTECTIVE ITEM TYPE ARI	MOR BONUS MAX DEX BONUS	出田田田田	, ,		=++
SHECK PENALTY SPELL FAILURE  SHIELD/PROTECTIVE ITEM  ARMOR BONUS WEIGHT CHECK PENALTY SPELL FAILURE  SPECIAL PROPERTIES  SPECIAL PROPERTIES  NOTES  PROFESSION ( ) WIS			шшшшш	, ,		=++
SHIELD/PROTECTIVE ITEM  ARMOR BONUS WEIGHT CHECK PENALTY SPELL FAILURE  SENSE MOTIVE WIS  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPOT WIS  SPOT WIS  SPOT WIS  SPOT WIS  SURVIVAL WIS  SURVIVAL WIS  STR*	CHECK PENALTY SPELL FAILURE SPEED WEIGHT	SPECIAL PROPERTIES	NOTES	PROFESSION ()		=++
SHIELD/PROTECTIVE ITEM  ARMOR BONUS WEIGHT CHECK PENALTY SPELL FAILURE  SPECIAL PROPERTIES  SEARCH INT				, ,		=++ =++
SPECIAL PROPERTIES  SPECI	SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT	CHECK PENALTY   SPELL FAILURE		☐☐☐ SEARCH ■	INT	=++
SPECIAL PROPERTIES						=++
PROTECTIVE ITEM  BONUS TYPE MISCELLANEOUS WEIGHT  SPECIAL PROPERTIES   SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SURVIVAL ■  SURVIV	SPECIAL PROPERTIES			SPELLCRAFT	INT	=++
PROTECTIVE ITEM  BONUS TYPE MISCELLANEOUS WEIGHT  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SWIM ■ STR* = + + + + - + + + + + + + + + + + + + +						=++
SPECIAL PROPERTIES  SPECIAL PROPERTIES  AMMUNITION  TOMBLE  DEX	PROTECTIVE ITEM   BONUS TYPE	MISCELLANEOUS WEIGHT		□□□□ SWIM ■		= + +
SPECIAL PROPERTIES  AMMUNITION  SPECIAL PROPERTIES  SPECIAL PROPER	BONOSTIFE	WEIGHT				=++
AMMUNITION = + + + + + + + + + + + + + + + + + +	SPECIAL PROPERTIES				DEX	=++
AIMMONTTON						=++
						=++ =+
	00000 00000					]=+
■ Denotes a skill that can be used untrained.  □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□				☐ Mark this box with an X if the skill is a cl	ass skill for the char	