character n	player	- player							JUNGEONS						
class	alignme	alignment level deity						T)RAGONS®							
	rad								,	CHARAC	TER	RECO	RD S	HEE	TS
size		nder	height	weight	eyes	S	hair	S	kin						
ABILITY NAME	ABILITY ABILITY SCORE MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TID [TAL	WOUNE	OS/CURRENT HP		SUBDUAL D	DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE		SPEE)
STR strength		ш		HP hit points	ᆜᆫ			<u> </u>							
DEX dexterity		ш	a	AC rmor class		0+ [+	J+	+	+			ADOMNE	ADMOD	CDELL
CON			ш.	TO		B	RMOR SHIELE ONUS BONU:	DEX S MODIFI		NATURAL MISC ARMOR MODIFIER		CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
INT intelligence		П		INITIATIV modifier		=	+ MISC	JASS			SKILI	_S	MA	X RANKS	/
WIS	$\overline{\Box}$	П	п.				DEX MISC DDIFIER MODIFI	SROSS-GLASS	SKILL NAM	ИΕ	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
CHA	Ħ 一		н.	BASE AT	TACk			_	Alchemy		int	:	=	+	+
		DAG	5 ADULTY	MAGIG MICO	TEL ADODA D				Animal en Appraise		cha	:	=	+	_+
SAVING THE		AL BASI	E MODIFIER M	MAGIC MISC. MODIFIER MODIFIER	MODIFIER	condit	ional modifiers		Balance ■		int dex*		= =	.+ +	_+ _+
(constitu	ition)	╝┸	++	+	\square				Bluff∎ Climb∎		cha str*		=	+	_+
REFL (dexter	EX ity)	╝╸	+++_	+	Ш	Ш			Concentr	ation ■	con		=	.+ +	_+ _+
WIL (wisdo	om)	_=	+ + +	+	П	Ш] Craft ■ (₋] Decipher	Scrint	_) int int		=	+	_+
·									Diplomac	y ■	cha		= =	+	_+ _+
		тс	DTAL BAS	SE ATTACK BONUS N	STR MODIFIER I	SIZE MODIFIER	MISC TEMP MODIFIER MOI	0.0.0] Disable D] Disguise i		int cha		=	+	_+
MI atta	ELEE ck bonus		=	+	+	-	+ +		Escape Ar		dex*		= =	+	_+ _+
	VGED ck bonus		=	+	+		+ + +		Forgery ■ Gather In	I nformation ■	int cha			+	_+
atta	CK DONUS	TC	DTAL BAS	SE ATTACK BONUS	DEX MODIFIER I	SIZE MODIFIER	MISC MODIFIER		Handle A		cha		= =	+ +	_ +
] Heal ■] Hide ■		wis dex*	:	=	+	_+
V	/EAPON		TOTAL ATTAC	CK BONUS	DAMA	GE	CRITICAL		Innuendo)	wis		= =	.+ +	_ +
] Intimidat] Intuit Dir		cha wis	:	=	+	_+
RANGE \	WEIGHT T	YPE	SIZE	SPI	ECIAL PR	ROPERTI	ES		Jump ■	ection	str*		= =	+	_+ _+
									Knowledo	ge (arcana) ge (architecture	int		=	+	_+
V	/EAPON		TOTAL ATTAC	CK BONUS	DAMA	GE	CRITICAL	_	& engineer		int	:	=	+	+
										ge (geography) ge (history)	int int		=	+	_+
RANGE \	WEIGHT T	YPE	SIZE	SPI	ECIAL PR	ROPERTI	ES		j Knowledç j Knowledç		int		= =	.+ +	_+ +
] Knowledo] Knowledo		int	:	=	+	+
V	/EAPON		TOTAL ATTAC	CK BONUS	DAMA	GE	CRITICAL		(nobility &	royalty)	int	:	=	+	+
			AIIAC							ge (the planes) ge (religion)	int int	:	=	+	_+
RANGE \	WEIGHT T	YPE	SIZE	SPI	ECIAL PR	ROPERTI	ES] Listen ■ `		wis	:	= =	.+ +	_+ _+
									Move Sile Open Loc		dex* dex	:	=	+	_+
									Perform		_)		=	.+	_+
ARMOR/F	PROTECTIVE IT	EM	TYPE	ARMOR E	BONUS	M	AX DEX BON	US	(_)) cha				
									Pick Pock	et	_) cha dex*		= =	.+ +	_+ +
CHECK PENA	LTY SPELL FAILU	RE SPI	EED WEIG	HT	SPECIAL	. PROPE	RTIES		Profession Read lips	on (_) wis int	:	=	+	_+
									Ride ■ (_) dex		= =	+	_+ _+
SHIELD/PF	ROTECTIVE ITE	M ARM	MOR BONUS	WEIGHT CH	ECK PEN	VALTY	SPELL FAILU		Scry ■ Search ■		int		=	+	+
		ARRIV	3.1.501103				A PARTICULAR DE LA CONTRACTOR DE LA CONT		Sense Mo		int wis		=	.+ .+	_+ _+
			SPECIAL PROF	PERTIES] Spellcraf] Spot ■	t	int wis	:	=	+	_+
									Swim ■		wis str**	·	= =	+	_+ _+
			AMMUNIT	ION				-	Tumble	n Davica	dex*		=	+	+
] Use Magion Use Rope		cha dex	:	= =	.+ +	_+ _+
							10000 000 10000 000		Wilderne	ss Lore ■	wis	:	=	+	+
									J			:	=	+	_+

				SPECIAL	L ABILITIES	S/FEATS		SPE	LLS	
campaign				_			0:			
				1			O			
experience points										
experience points										
	G	EAR					1st:			
ITEM	WT.	ITEM	WT.							
							2nd:			
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							9th:			
							SP	ELL SA	VE	
							'			DC MOD
							SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS
							SAVE DC		PER DAY	
				LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		0		0
	\perp]				1ST		
	\perp			LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG		2ND		
	+			EQUALS MAX LOAD	2 - MAX LOAD	5 ~ MAX LOAD		3RD		
	\perp	TOTAL WEIGHT CARRIED			ANGHAGE	c		4TH		
	N 44		<u></u>		.ANGUAGE					
	IVI	ONEY		Initial languages = Each additional lan	: Common + racial lan nguage (Speak Langua	guages + Int bonus ge) = skill points		5TH		Щ
cp —								6TH		
								7TH		
sp —								8TH		\Box
gp —								9TH		
								mber of sp		
pp —							3rd	4th	5th	1
				J				7th	8th	1
							9th			