CHARACTER NAME	PLAYER			DUNGEONS T)RAGONS					
CLASS AND LEVEL	RACE AL	IGNMENT DEITY							
SIZE AGE GENDER HEIGHT	WEIGHT EYES	HAIR SK		CTER RE	CORD SHEET				
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY SCORE MODIFIER	TOTAL WOLL	NDS/CURRENT HP	NONI Dan	ETHAL MAGE	SPEED				
	HP POINTS								
DEX	AC = 10+	+ + +	+ + +]+[]+	DAMAGE REDUCTION				
CON	TOTAL	ARMOR SHIELD BONUS BONUS	DEX SIZE NATUR. MODIFIER MODIFIER ARMO	AL DEFLECTION R MODIFIER	MISC MODIFIER				
INT	DUCH FLAT-F	FOOTED 118		SKILLS	MAX RANKS (CLASS/CROSS-CLASS)				
WIS WISDOM	OR CLASS ARMO	R CLASS S	SKILL NAME	KEY S ABILITY MO	KILL ABILITY RANKS MODIFIER MODIFIER				
CHA	IITIATIVE =	+ 3		/ / / / / / / / / / / / / / / / / / /	The state of the s				
CHARISMA	TOTAL	MODIFIER MODIFIER	Appraise ■ Balance ■	DEX*	= + +				
SAVING THROWS TOTAL SAVE MODIFIER MC	AGIC MISC. TEMPORARY ODIFIER MODIFIER		Bluff ■	CHA	=++				
FORTITUDE + +	+ +		CLIMB ■	STR*	=++				
REFLEX = + + +	= ,=,	-	CONCENTRATION	CON	=++				
(DEXTERITY)		-	CRAFT ■ () INT					
WILL (WISDOM) + + +	+ + +	-	Craft ■ (Craft ■ () INT) INT	= + +				
		_	DECIPHER SCRIPT	INT	=++				
BASE ATTACK BONUS	SPELL RESISTANCE		DIPLOMACY ■	СНА	=++				
	RESISTANCE		DISABLE DEVICE	INT	=++				
GRAPPLE =	1 +		DISGUISE	СНА	=++				
MODIFIER TOTAL BASE ATTACK BONIES	STRENGTH SIZE	MISC	ESCAPE ARTIST ■	DEX*	=++				
BONUS BONUS	MODIFIER MODIFIER	_	Forgery ■ Gather Information ■	INT	= + +				
ATTACK BOI	DAMAGE		HANDLE ANIMAL	CHA	= + +				
ATTACK BOI	NUS DAMAGE	CKITICAL	HEAL ■	WIS	=++				
			Hide ■	DEX*	=++				
RANGE TYPE	NOTES		INTIMIDATE ■	СНА	=++				
			Jump ■	STR*	=++				
AMMUNITION			KNOWLEDGE () INT					
ATTACK			Knowledge (Knowledge () INT) INT	= + +				
ATTACK BOI	NUS DAMAGE	CRITICAL	KNOWLEDGE () INT	=++				
			Knowledge () INT	=+				
RANGE TYPE	NOTES		LISTEN	WIS	=++				
		I =	Move Silently ■	DEX*	=++				
AMMUNITION			OPEN LOCK	DEX	=++				
	الللك كالكلاب بالمحدد مد	_	PERFORM (= + +				
ATTACK BOT	NUS DAMAGE		PERFORM (=++				
			Profession (=++				
RANGE TYPE	NOTES	l I	Profession (,	=++				
		-	Ride ■	DEX	=++				
		_	Search ■	INT	=++				
AMMUNITION ======	OO OOOOO OOOOO		Sense Motive ■ Sleight of Hand	WIS	= + +				
ATTACK BOY	NUS DAMAGE		SPELLCRAFT	INT	=++				
AFIACK BOI	- DAMAGE		SPOT ■	WIS	=++				
RANGE TYPE	NOTES	1 -	SURVIVAL ■	WIS	=++				
NAINGE TIPE	NOTES	-	SWIM ■	STR*	=++				
			Тимве	DEX*	=++				
AMMUNITION DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD			USE MAGIC DEVICE	CHA	=++				
ATTACK ATTACK BOI			Use Rope ■	DEX	= + +				
ATTACK BOI	NUS DAMAGE	CKITICAL			=+				
					=++				
RANGE TYPE	NOTES		Penotes a skill that can be used untn	ained					
		-	Mark this box with an X if the skill is More check nenalty if any applies	a class skill for the					

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