

Garlicnation



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VERSION 5.5.1

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

CLASS SKILLS		SKILLS TAKE ARMOR CHECK PENALTY, SKILL SYNERGY AND RACIAL BONUSES INTO ACCOUNT		MAX RANKS (CLASS/CROSS-CLASS)		10 / 5.0	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
<input type="checkbox"/>	APPRAISE ■	INT	1	= 1	+	+	
<input type="checkbox"/>	BALANCE ■	DEX*	0	= 2	+	+	
<input type="checkbox"/>	BLUFF ■	CHA	2	= 2	+	+	
<input checked="" type="checkbox"/>	CLIMB ■	STR*	1	= 3	+	+	
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON	11	= 3	+	8	+
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT	1	= 1	+	+	
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT	1	= 1	+	+	
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT	1	= 1	+	+	
<input type="checkbox"/>	DECIPHER SCRIPT	INT		= 1	+	+	
<input type="checkbox"/>	DIPLOMACY ■	CHA	2	= 2	+	+	
<input type="checkbox"/>	DISABLE DEVICE	INT		= 1	+	+	
<input type="checkbox"/>	DISGUISE ■	CHA	2	= 2	+	+	
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*	0	= 2	+	+	
<input type="checkbox"/>	FORGERY ■	INT	1	= 1	+	+	
<input type="checkbox"/>	GATHER INFORMATION ■	CHA	2	= 2	+	+	
<input type="checkbox"/>	HANDLE ANIMAL	CHA		= 2	+	+	
<input type="checkbox"/>	HEAL ■	WIS	0	= 0	+	+	
<input checked="" type="checkbox"/>	HIDE ■ (INCLUDES SIZE MODIFIER)	DEX*	10	= 2	+	10	+
<input type="checkbox"/>	INTIMIDATE ■	CHA	7	= 2	+	5	+
<input checked="" type="checkbox"/>	JUMP ■ (INCLUDES SPEED MODIFIER)	STR*	11	= 3	+	10	+
<input type="checkbox"/>	KNOWLEDGE ()	INT		= 1	+	+	
<input type="checkbox"/>	KNOWLEDGE ()	INT		= 1	+	+	
<input type="checkbox"/>	KNOWLEDGE ()	INT		= 1	+	+	
<input type="checkbox"/>	KNOWLEDGE ()	INT		= 1	+	+	
<input type="checkbox"/>	KNOWLEDGE ()	INT		= 1	+	+	
<input checked="" type="checkbox"/>	LISTEN ■	WIS	10	= 0	+	10	+
<input checked="" type="checkbox"/>	MOVE SILENTLY ■	DEX*	0	= 2	+	+	
<input type="checkbox"/>	OPEN LOCK	DEX		= 2	+	+	
<input type="checkbox"/>	PERFORM ()	CHA		= 2	+	+	
<input type="checkbox"/>	PERFORM ()	CHA		= 2	+	+	
<input type="checkbox"/>	PERFORM ()	CHA		= 2	+	+	
<input checked="" type="checkbox"/>	PROFESSION ()	WIS		= 0	+	+	
<input checked="" type="checkbox"/>	PROFESSION ()	WIS		= 0	+	+	
<input type="checkbox"/>	RIDE ■	DEX	2	= 2	+	+	
<input type="checkbox"/>	SEARCH ■	INT	1	= 1	+	+	
<input type="checkbox"/>	SENSE MOTIVE ■	WIS	0	= 0	+	+	
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*		= 2	+	+	
<input type="checkbox"/>	SPELLCRAFT	INT		= 1	+	+	
<input checked="" type="checkbox"/>	SPOT ■	WIS	10	= 0	+	10	+
<input type="checkbox"/>	SURVIVAL ■	WIS	0	= 0	+	0	+
<input type="checkbox"/>	SWIM ■	STR*	-1	= 3	+	+	
<input checked="" type="checkbox"/>	TUMBLE	DEX*	4	= 2	+	2	+
<input type="checkbox"/>	USE MAGIC DEVICE	CHA		= 2	+	+	
<input type="checkbox"/>	USE ROPE ■	DEX	2	= 2	+	+	
<input type="checkbox"/>			0	=	+	+	
<input type="checkbox"/>			0	=	+	+	
<input type="checkbox"/>			0	=	+	+	

■ Denotes a skill that can be used untrained.
☐ Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

