

CLASS		TOTAL	RANKS	TRAINED	MOD	MISC.	MISC.	MISC.
○	ACROBATICS	<div>p. 51</div>		+3	DEX		ARMOR	
○	APPRAISE	<div>p. 52</div>		+3	INT			
○	CLIMB	<div>p. 52</div>		+3	STR		ARMOR	
○	CRAFT	<div>p. 54</div>		+3	INT			
○	DISABLE DEVICE	<div>p. 54</div>		+3	INT			
○	DISGUISE	<div>p. 55</div>		+3	CHA			
○	ESCAPE ARTIST	<div>p. 56</div>		+3	DEX		ARMOR	
○	HANDLE ANIMAL	<div>p. 56</div>		+3	CHA			
○	HEAL	<div>p. 57</div>		+3	WIS			
○	INTIMIDATE	<div>p. 57</div>		+3	CHA			
○	JUMP	<div>p. 58</div>		+3	STR		ARMOR	
○	KNOWLEDGE	<div>p. 59</div>		+3	INT			
○	KNOWLEDGE	<div>p. 59</div>		+3	INT			
○	KNOWLEDGE	<div>p. 59</div>		+3	INT			
○	KNOWLEDGE	<div>p. 59</div>		+3	INT			
○	KNOWLEDGE	<div>p. 59</div>		+3	INT			
○	LINGUISTICS	<div>p. 59</div>		+3	INT			
○	PERCEPTION	<div>p. 60</div>		+3	WIS			
○	PERFORM	<div>p. 61</div>		+3	CHA			
○	PERSUASION	<div>p. 62</div>		+3	CHA			
○	PROFESSION	<div>p. 63</div>		+3	WIS			
○	RIDE	<div>p. 63</div>		+3	DEX		ARMOR	
○	SEARCH	<div>p. 64</div>		+3	INT			
○	SENSE MOTIVE	<div>p. 64</div>		+3	WIS			
○	SLEIGHT OF HAND	<div>p. 64</div>		+3	DEX		ARMOR	
○	SPELLCRAFT	<div>p. 65</div>		+3	INT			
○	STEALTH	<div>p. 65</div>		+3	DEX		ARMOR	
○	SURVIVAL	<div>p. 66</div>		+3	WIS			
○	SWIM	<div>p. 67</div>		+3	STR		ARMOR ×2	
○	USE MAGIC DEVICE	<div>p. 68</div>		+3	CHA			
○				+3				
○				+3				

[illegible]

Equipment and Inventory

[illegible]

Healing Potions

CURE LIGHT WOUNDS	
CURE MODERATE WOUNDS	
CURE SERIOUS WOUNDS	
CURE CRITICAL WOUNDS	

Coins

COPPER	
SILVER	
GOLD	
PLATINUM	

Gems

Spells per Rest p. 26

SPELLS READIED			SPELL SLOTS			
	BASE	BONUS		BASE	BONUS	DC
0						
1 ST						
2 ND						
3 RD						
4 TH						
5 TH						
6 TH						
7 TH						
8 TH						
9 TH						

ARCANE SPELL FAILURE

"ALWAYS READY"

BASE MAGIC
BONUS TOTAL

CLASS 1 BMB +

CLASS 2 BMB +

CLASS 3 BMB +

CLERIC DOMAINS

DOMAIN 1

DOMAIN 2

DOMAIN 3

feats and Abilities

- ☐ SIMPLE WEAPON PROFICIENCY
- ☐ MARTIAL WEAPON PROFICIENCY
- ☐ ARMOR PROFICIENCY
- ☐ SHIELD PROFICIENCY

[illegible]Encumbrance p. 114

		MAX DEX	CHECK PENALTY	MAX RUN
LIFTING				
	LIGHT	NORMAL	NORMAL	NORMAL
	MEDIUM	+3	-3	×4
	HEAVY	+1	-5	×3
LIFT OVER HEAD (MAX. WT)				
LIFT OFF GROUND (MAX. ×2)				
PUSH/DRAW (MAX. ×5)				

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