



## SKILLS

When you use a skill, roll the 20-sided die and add or subtract, as the skill says. If you roll high enough, you succeed.

The Dungeon Master knows how high you need to roll.

**DIPLOMACY**

**d20** \_\_\_\_\_

**WHAT TO USE THIS SKILL FOR:** Convince and persuade others.

**DISABLE DEVICE**

**d20** \_\_\_\_\_

**WHAT TO USE THIS SKILL FOR:** Jam or disarm traps.  
(Only rogues have this skill.)

**HIDE**

**d20** \_\_\_\_\_

**WHAT TO USE THIS SKILL FOR:** Conceal yourself so that others can't see you.

**LISTEN**

**d20** \_\_\_\_\_

**WHAT TO USE THIS SKILL FOR:** Hear monsters on the other side of a dungeon door.

**MOVE SILENTLY**

**d20** \_\_\_\_\_

**WHAT TO USE THIS SKILL FOR:** Sneak around quietly.

**OPEN LOCK**

**d20** \_\_\_\_\_

**WHAT TO USE THIS SKILL FOR:** Pick a lock.  
(Only rogues have this skill.)

**SEARCH**

**d20** \_\_\_\_\_

**WHAT TO USE THIS SKILL FOR:** Locate secret doors and hidden treasure.

**SPOT**

**d20** \_\_\_\_\_

**WHAT TO USE THIS SKILL FOR:** Notice monsters lurking in the shadows.

## SAVING THROWS

When you make a saving throw, roll the 20-sided die and add or subtract as shown.

**FORTITUDE**

**d20** \_\_\_\_\_

To resist poison, stunning, etc.

**REFLEX**

**d20** \_\_\_\_\_

To avoid fiery traps, dragon breath, etc.

**WILL**

**d20** \_\_\_\_\_

To resist mental attacks.

## FEATS

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NAME

RACE: \_\_\_\_\_

CLASS: \_\_\_\_\_

LEVEL: \_\_\_\_\_

ALIGNMENT: \_\_\_\_\_

## ABILITY SCORES

**STRENGTH**

SCORE

MODIFIER

**BONUS/PENALTY APPLIES TO:** Melee attack and damage, kicking down doors.

**DEXTERITY**

SCORE

MODIFIER

**BONUS/PENALTY APPLIES TO:** Armor Class, ranged attacks, Reflex saving throws, Hide, Move Silently, and Open Lock skills.

**CONSTITUTION**

SCORE

MODIFIER

**BONUS/PENALTY APPLIES TO:** Hit points, Fortitude saving throws.

**INTELLIGENCE**

SCORE

MODIFIER

**BONUS/PENALTY APPLIES TO:** Disable Device and Search skill.

**WISDOM**

SCORE

MODIFIER

**BONUS/PENALTY APPLIES TO:** Listen and Spot skills, Will saving throws.

**CHARISMA**

SCORE

MODIFIER

**BONUS/PENALTY APPLIES TO:** Diplomacy skill.

GOLD PIECES (gp)

EXPERIENCE POINTS (XP)

## GEAR

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## ARMOR & WEAPONS

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