

DEITY

## SPEED

## SPEED

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TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
	=	+	+	+	+	
	=	+	+	+	+	
	=	+	+	+	+	

TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	EXTRA DAMAGE
	=	+	+	+	+	
	=	+	+	+	+	
TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER		SNEAK ATTACK EXTRA DAMAGE

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

000000	000000		000000	000000
000000	000000		000000	000000
000000	000000		000000	000000
000000	000000		000000	000000
000000	000000		000000	000000

MAX RANKS

IKS	M MO
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<input checked="" type="checkbox"/> ALCHEMY	INT	=	—	—	—	—
<input type="checkbox"/> APPRAISE ■	INT	=	—	+	+	—
<input type="checkbox"/> BALANCE ■	DEX*	=	—	+	+	—
<input type="checkbox"/> BLUFF ■	CHA	=	—	+	+	—
<input type="checkbox"/> CLIMB ■	STR*	=	—	+	+	—
<input checked="" type="checkbox"/> CONCENTRATION ■	CON	=	—	+	+	—
<input type="checkbox"/> CRAFT ■ ( ————— )	INT	=	—	+	+	—
<input type="checkbox"/> DECIPHER SCRIPT	INT	=	—	+	+	—
<input type="checkbox"/> DIPLOMACY ■	CHA	=	—	+	+	—
<input type="checkbox"/> DISABLE DEVICE	INT	=	—	+	+	—
<input type="checkbox"/> DISGUISE ■	CHA	=	—	+	+	—
<input type="checkbox"/> ESCAPE ARTIST ■	DEX*	=	—	+	+	—
<input type="checkbox"/> FORGERY ■	INT	=	—	+	+	—
<input type="checkbox"/> GATHER INFORMATION ■	CHA	=	—	+	+	—
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	=	—	+	+	—
<input checked="" type="checkbox"/> HEAL ■	WIS	=	—	+	+	—
<input type="checkbox"/> HIDE ■	DEX*	=	—	+	+	—
<input type="checkbox"/> INNUENDO	WIS	=	—	+	+	—
<input type="checkbox"/> INTIMIDATE ■	CHA	=	—	+	+	—
<input type="checkbox"/> INTUIT DIRECTION	WIS	=	—	+	+	—
<input type="checkbox"/> JUMP ■	STR*	=	—	+	+	—
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)	INT	=	—	+	+	—
<input checked="" type="checkbox"/> KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT	=	—	+	+	—
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	INT	=	—	+	+	—
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	INT	=	—	+	+	—
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)	INT	=	—	+	+	—
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)	INT	=	—	+	+	—
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY & ROYALTY)	INT	=	—	+	+	—
<input checked="" type="checkbox"/> KNOWLEDGE (THE PLANES)	INT	=	—	+	+	—
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	INT	=	—	+	+	—
<input type="checkbox"/> LISTEN ■	WIS	=	—	+	+	—
<input type="checkbox"/> MOVE SILENTLY ■	DEX*	=	—	+	+	—
<input type="checkbox"/> OPEN LOCK	DEX	=	—	+	+	—
<input type="checkbox"/> PERFORM ■ ( ————— ) ( ————— ) ( ————— )	CHA	=	—	+	+	—
<input type="checkbox"/> PICK POCKET	DEX*	=	—	+	+	—
<input type="checkbox"/> PROFESSION ( ————— )	WIS	=	—	+	+	—
<input type="checkbox"/> READ LIPS	INT	=	—	+	+	—
<input checked="" type="checkbox"/> RIDE ■ ( ————— )	DEX	=	—	+	+	—
<input type="checkbox"/> SCRY ■ [can't buy ranks]	INT	=	—	+	0	+
<input type="checkbox"/> SEARCH ■	INT	=	—	+	+	—
<input type="checkbox"/> SENSE MOTIVE ■	WIS	=	—	+	+	—
<input checked="" type="checkbox"/> SPELLCAST	INT	=	—	+	+	—
<input type="checkbox"/> SPOT ■	WIS	=	—	+	+	—
<input type="checkbox"/> SWIM ■	STR**	=	—	+	+	—
<input type="checkbox"/> TUMBLE	DEX*	=	—	+	+	—
<input type="checkbox"/> USE MAGIC DEVICE	CHA	=	—	+	+	—
<input type="checkbox"/> USE ROPE ■	DEX	=	—	+	+	—
<input checked="" type="checkbox"/> WILDERNESS LORE ■	WIS	=	—	+	+	—
<input type="checkbox"/>		=	—	+	+	—

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[illegible]

CP —

SP —

GP —

PP —

**SNEAK ATTACK EXTRA DAMAGE**

11

Initial languages =  
Common + racial languages + Int bonus  
Each additional language  
(Speak Language) = 2 skill points

## NOTES

11

### LIGHT LOAD

11

**LIFT OVER  
HEAD  
EQUALS  
MAX LOAD**

11/10/2007

**MEDIUM LOAD**

□ □ □ □ □

**LIFT OFF  
GROUND**  
2 x MAX LOAD

\_\_\_\_\_

**HEAVY LOAD**

11

**PUSH OR  
DRAG**  
5 x MAX LOAD