1	2	3	4	1 2 3 4
				Armor Check Penalty
CHARACTER	CHARACTER	CHARACTER	CHARACTER	Can be used untrained + Armor Check Penalty
				Alchemy
RACE SIZE	RACE SIZE	RACE SIZE	RACE SIZE	Animal Empathy
CLASS LEVEL	CLASS LEVEL	CLASS LEVEL	CLASS LEVEL	Appraise
				Balance • †
GENDER AGE HEIGHT WEIGHT	GENDER AGE HEIGHT WEIGHT	GENDER AGE HEIGHT WEIGHT	GENDER AGE HEIGHT WEIGHT	Bluff =
				Climb • +
DEITY ALIGNMENT	DEITY ALIGNMENT	DEITY ALIGNMENT	DEITY ALIGNMENT	Concentration
				Decipher Script
				Diplomacy
LANGUAGES	LANGUAGES	LANGUAGES	LANGUAGES	Disable Device
				Disguise  Escape Artist
ARMOR & PROTECTION WORN	ARMOR & PROTECTION WORN	ARMOR & PROTECTION WORN	ARMOR & PROTECTION WORN	Forgery
ARMOR & PROTECTION WORN	ARMOR & PROTECTION WORN	ARMOR & PROTECTION WORN	ARMOR & PROTECTION WORN	Gather Information
WEAPONS USED	WEAPONS USED	WEAPONS USED	WEAPONS USED	Handle Animal
				Heal =
				Hide =†
NOTABLE ITEMS	NOTABLE ITEMS	NOTABLE ITEMS	NOTABLE ITEMS	Innuendo
ABILITY SCORES	ABILITY SCORES	ABILITY SCORES	ABILITY SCORES	Intimidate
STR INT	STR INT	STR INT	STR INT	Intuit Direction
				Jump •†
DEX WIS	DEX WIS	DEX WIS	DEX WIS	Knowledge, arcana
CON CHA	CON CHA	CON CHA	CON CHA	Knowledge, religion
				Knowledge, nature
MOVEMENT & LIFTING OVER OFF PUSH OR	MOVEMENT & LIFTING	MOVEMENT & LIFTING	MOVEMENT & LIFTING	Listen
OVER OFF PUSH OR HEAD GROUND DRAG	SPEED HEAD GROUND DRAG	SPEED HEAD GROUND DRAG	SPEED HEAD GROUND DRAG	Move Silently = †
				Open Lock
				Perform
SAVING THROWS	SAVING THROWS	SAVING THROWS	SAVING THROWS	Pick Pocket †
FORT REF WILL	FORT REF WILL	FORT REF WILL	FORT REF WILL	Read Lips Ride •
				Scry =
				Search
SAVING THROW MODIFIERS	SAVING THROW MODIFIERS	SAVING THROW MODIFIERS	SAVING THROW MODIFIERS	Sense Motive =
FLAT VS FOOT TOUCH	FLAT VS FOOT TOUCH	FLAT VS FOOT TOUCH	FLAT VS FOOT TOUCH	Spellcraft
ARMOR CLASS	ARMOR CLASS	ARMOR CLASS	ARMOR CLASS	Spot =
				Swim = (-1 / 5 lbs)
				Tumble †
ARMOR CLASS MODIFIERS	ARMOR CLASS MODIFIERS	ARMOR CLASS MODIFIERS	ARMOR CLASS MODIFIERS	Use Magic Device
SUB DUAL	SUB DUAL	SUB DUAL	SUB DUAL	Use Rope
HIT POINTS /	HIT POINTS /	HIT POINTS /	HIT POINTS /	Wilderness Lore =
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