<table>
<thead>
<tr>
<th>CHARACTER</th>
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<th>SIZE</th>
<th>CLASS</th>
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<tr>
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<tr>
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<td>WEAPONS USED</td>
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### Ability Scores

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<th>INT</th>
<th>DEX</th>
<th>WIS</th>
<th>CON</th>
<th>CHA</th>
</tr>
</thead>
</table>

### Movement & Lifting

<table>
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<th>SPEED</th>
<th>OVERHEAD</th>
<th>OFFGROUND</th>
<th>PUSHER</th>
<th>DRAG</th>
</tr>
</thead>
<tbody>
<tr>
<td>FORT</td>
<td>REF</td>
<td>WILL</td>
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<tr>
<td>SAVING THROWS</td>
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<tr>
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### Saving Throws

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<tbody>
<tr>
<td>SAVING THROW MODIFIERS</td>
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</table>

### Armor Check Penalty (1-2-3-4)

- Can be used untrained
- Armor Check Penalty

- Alchemy
- Animal Empathy
- Appraise
- Balance
- Bluff
- Climb
- Concentration
- Decipher Script
- Diplomacy
- Disable Device
- Disguise
- Escape Artist
- Forgery
- Gather Information
- Handle Animal
- Heal
- Hide
- Innuendo
- Intimidate
- Intuit Direction
- Jump
- Knowledge, arcana
- Knowledge, religion
- Knowledge, nature
- Listen
- Move Silently
- Open Lock
- Perform
- Pick Pocket
- Read Lips
- Ride
- Scry
- Search
- Sense Motive
- Spellcraft
- Spot
- Swim (-1 / 5 lbs)
- Tumble
- Use Magic Device
- Use Rope
- Wilderness Lore

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http://www.irossco.com/dnd/index.htm

Dungeons and Dragons 3.0 All Spells

October 10, 2003