NAME	
DESCRIPTION:	
_	
SPE	€D
You can move this many so	quares per turn.
IDITIA	TIVE
When combat starts, the o	ne with the highest initiative g
n a t t a	CK & DAMA
WEAPON	ROLL TO ATTACK
WEAPON	d20
	SPE You can move this many so IDITIA When combat starts, the o

SPE	€D	
You can move this many s	quares per turn.	
IDIŤI6	ATIUE	
When combat starts, the c	one with the highest initi	ative goes first.
ATTA	CK & DAM) A G E
WEAPON	ROLL TO ATTACK	ROLL FOR DAMAGE
WEAPON	ROLL TO ATTACK	ROLL FOR DAMAGE
WEAPON	d20	ROLL FOR DAMAGE
When you attack, roll the 2 monster's Armor Class or Damage reduces the mon	higher, you hit. Roll oth	
AR OOR	CLASS	
Monsters need to roll you hit you.	r Armor Class or better o	on their attack rolls to
MIT PO	DIDTS	
If you run out of hit points	s, you fall unconscious.	
	DUNGEONS	

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D&D Basic Game Character Sheet 1.0 created 10/04 by Patrick M. Murphy
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SKILLS				
When you use a skill, roll the 20-sided die ar says. If you roll high enough, you succeed.	nd add or subtract, as the skill	RACE:		
The Dungeon Master knows how high you n	eed to roll.	CLASS:		
DIPLOMACY	d20	LEVEL:		
WHAT TO USE THIS SKILL FOR: Convince	and persuade others.	ALIGNMENT:		
DISABLE DEVICE	d20			
WHAT TO USE THIS SKILL FOR: Jam or dis (Only rogues have this skill.)	arm traps.	ABILITY SO	CORES	MODIFIER
HIDE	d20	STREDGTH	J. Score	
WHAT TO USE THIS SKILL FOR: Onceal yo you.	urself so that others can't see	BONUS/PENALTY APPLIES TO: Melee atta doors.	ack and damage,	, kicking down
LISTED	d20	DEXTERITY		
WHAT TO USE THIS SKILL FOR: Hear mon dungeon door.	sters on the other side of a	BONUS/PENALTY APPLIES TO: Armor Cla saving throws, Hide, Move Silently, and Op		ks, Reflex
MOUE SILENTLY	d20	constitution	Score	
WHAT TO USE THIS SKILL FOR: Sneak around	und quietly.	BONUS/PENALTY APPLIES TO: Hit points	s, Fortitude savin	ig throws.
OPED LOCK	d20	INTELLIGENCE	SCORE	MODIFIER
WHAT TO USE THIS SKILL FOR: Pick a lock	<u>.</u>	BONUS/PENALTY APPLIES TO: Disable D	evice and Search	n skill.
(Only rogues have this skill.)	Jan	ΨISDOM	SCORE	MODITIER
SEARCH	d20	BONUS/PENALTY APPLIES TO: Listen and	•	
WHAT TO USE THIS SKILL FOR: Locate sectreasure.	ret doors and hidden	CHARISMA	SCORE	MODIFIER
SPO†	d20	BONUS/PENALTY APPLIES TO: Diplomac	•	
WHAT TO USE THIS SKILL FOR: Notice mo	onsters lurking in the	GOLD PIECES (gp)	EXPERIENCE PO	DINTS (XP)
Siludows.				
SAUIDG TH	ROωS	GEAR	₹	
When you make a saving throw, roll the 20-s as shown.	ided die and add or subtract			
FORTITUDE	d20			
To resist poison, stunning, etc.				
REFLEX	d20			
To avoid fiery traps, dragon breath, etc.				
ΦILL	d20			
To resist mental attacks.				
FEATS		ARMOR & We	EAPOI	75