

		PERC	SPEED	INIT	
AC	Acrobatics			Insight /save ends
	Arcana			Intimidate	Blinded
FORT	Athletics			Nature	Dazed
	Bluff			Religion	Marked
	Diplomacy			Perception	Prone
REF	Dungeoneer			Stealth	Restrained
	Endurance			Streetwise	Stunned
	Heal			Thievery	Weakened
	History				
WILL	Basic Attack	ATTACK	DEFENSE	DAMAGE	
STR	CON	DEX	INT	WIS	CHA

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