

PLAYER

spellthef

■ Denotes a skill that can be used untrained. *Armor check penalty, if any, applies. (Double penalty for Swim.)

CHARACTER NAME CLASS AND LEVEL RACE

ALIGNMENT	DEITY	SIZE	AGE	GENDER	HEIGH	T W	EIGHT		CAMPA	AIGN	
ABILITY SCORE STR STRENGTH DEX DEXTERITY	ABILITY TEMPORARY TEM MODIFIER SCORE MOD	AC ARMOR CLASS		SHIELD DEX SIZE SONUS MODIFIER MOD + + +	NATURAL DEFLE	FIER MODIFIER	TOU ARMOR		FLAT	T-FOOTEI ARMOR CLAS	D ss
CON CONSTITUTION			/OUNDS/CURRENT HP	SS IS		SKIL	.LS		MAX (CLASS/CRO	C RANKS	
		=	DEX MIS	CLASS:	SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
WIS WISDOM		INITIATIVE	= +	[A]	Appraise ■		INT			<u> </u>	+
CHA CHARISMA		WODIFIER		_	BALANCE ■		DEX*	H		+ .	+
	DAGE ADULTY	MAGIC MISC. TEMPORA	DV.	_	Bluff ■		СНА	Ħ.	=	+	+
SAVING THROWS	TOTAL BASE ABILITY SAVE MODIFIER	MAGIC MISC. TEMPORA MODIFIER MODIFIER MODIFIER	CONDITIONAL MODIFIERS		CLIMB ■		STR*	Ħ	=	+	+
FORTITUDE (CONSTITUTION)	= +	+ + +		✓ (Concentrati	ON ■	CON		=	+	+
REFLEX				✓ (Craft ■ ()	INT		=:	+	+
(DEXTERITY)			4	▼ (Craft ■ ()	INT		=	+	+
WILL (WISDOM)	= +	+ + +		✓ (Craft ■ ()	INT		=	+	+
					Decipher Sci	RIPT	INT		=	+	+
BASE ATTA	CK BONUS	SPELL RE	SISTANCE		DIPLOMACY		СНА	Ш	=	+	+
				_	Disable Devi	CE	INT	<u> </u>	=	+	+
GRAPPLE					Disguise		CHA	H	=	+	.+
MODIFIER		1 1	SPEED		ESCAPE ARTIS		DEX*	H	=:	+·	+
	TOTAL BASE ATTACK STR BONUS MC	RENGTH SIZE MISC. DDIFIER MODIFIER MODIFIER		_	Forgery ■ Gather Info	DMATION =	INT	H	=	+:	.+
	SNEAK		7		HANDLE ANIM		CHA CHA	H	=·	†	.+
	SNEAK ATTACK		J	_	HEAL =	IAL	WIS	H	- -	r	
ATTACK	Larr	ACK BONUS DAMA	GE CRITICAL		HIDE ■		DEX*	H	=	·	+
ATTACK	ATT	ACK BONOS DAMA	GE CRITICAL		NTIMIDATE ■		СНА	i i		+ .	+
211105					UMP ■		STR*	i i	=	+	+
RANGE TYPE	NOTES				Knowledge	(ARCANA)	INT		=	+	+
AMMUNITION	I			<u> </u>	Knowledge	(LOCAL)	INT		=	+	+
AMMONITION					Knowledge	()	INT		=:	+	+
ATTACK	ATT/	ACK BONUS DAMA	GE CRITICAL		Knowledge	()	INT		=:	+	,+
					Knowledge	()	INT	Ш	=:	+	+
RANGE TYPE	NOTES			_	LISTEN ■		WIS		=	+	+
					Move Silent	LY ■	DEX*	\square	=:	+:	+
AMMUNITION		- 00000 00000 0			OPEN LOCK	,	DEX	H	=	+	+
				_	Perform ()	CHA	H	=	+:	+
ATTACK	ATTA	ACK BONUS DAMA	GE CRITICAL	_	Perform (Perform ()	CHA	H	=	+·	+
					Profession (·	CHA WIS	H	=·	†	+
RANGE TYPE	NOTES				Profession (WIS	H	=·	†	.+
					Ride ■		DEX	H		·	T
AMMUNITION					SEARCH ■		INT	H	=	·	+
					Sense Motiv	Ε ■	WIS	H	= -	+ .	+
ATTACK	ATT	ACK BONUS DAMA	GE CRITICAL		SLEIGHT OF H	land	DEX*	Ħ	=	+	+
					SPELLCRAFT		INT		=	+	+
RANGE TYPE	NOTES			✓:	SPOT ■		WIS		=	+	+
	L				Survival =		WIS		=	+	+
AMMUNITION				v .	SWIM ■		STR*		=	+	+
ATTACK	LATT	ACK BONUS DAMA	GE CRITICAL		Гимвее		DEX*	Щ	=:	+	+
	All	JAWA.	ENTITION		USE MAGIC D	EVICE	СНА	إللا	=:	+	+
RANGE TYPE	NOTES			_	Use Rope ■		DEX	\square	=	+	+
MANGE TIPE	NOTES							إللا	=:	+:	+

TOTAL WISCHT CARRYING CAPACITY				POS	SESSION	S			
CARRYING CAPACITY LIGHT LOAD MEDIUM LOAD HEAVY LOAD UIT OVER HEAD LIGHT ON THE COUNT OF CROUND SAME LIGHT OF CROU	ITEM	LOCATION	PAGE REF.				LOCATION	PAGE REF.	WEIGHT
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CARRYING CAPACITY LIGHT LOAD MEDIUM LOAD HEAVY LOAD UIT OVER HEAD LIGHT OFF CROUND SANGE COMMON PART OTHER WEALTH MONEY GP— GP— CARRYING CAPACITY BUSH OR DIAG LIGHT COAD ART OTHER CARRYING CAPACITY PUSH OR DIAG SYMMOTOR ART OTHER CP— GP—									
CARRYING CAPACITY LICHY LOAD MEDIUM LOAD HEAVY LOAD LITT OVER HEAD LITT OFF CROUND SYMMOTORS (SAME LINE) ART OTHER WEALTH MONEY GEMS ART OTHER GP—									
CARRYING CAPACITY LIGHT LOAD MEDIUM LOAD HEAVY LOAD UIT OVER HEAD LIGHT OFF CROUND SANGE COMMON PART OTHER WEALTH MONEY GP— GP— CARRYING CAPACITY BUSH OR DIAG LIGHT COAD ART OTHER CARRYING CAPACITY PUSH OR DIAG SYMMOTOR ART OTHER CP— GP—									
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CARRYING CAPACITY LICHY LOAD MEDIUM LOAD HEAVY LOAD UIT OVER HEAD LICHY STANK COMMENT WEALTH MONEY GP— GP— CARRYING CAPACITY PUSH OR DRAG SYMMOLOGIC WEALTH TO THER CARRYING CAPACITY PUSH OR DRAG SYMMOLOGIC ART OTHER CARRYING CAPACITY PUSH OR DRAG SYMMOLOGIC ART OTHER CARRYING CAPACITY PUSH OR DRAG COMMENT OTHER CARRYING CAPACITY PUSH OR DRAG COMMENT OTHER CP— SP— GP—									
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CARRYING CAPACITY LICHY LOAD MEDIUM LOAD HEAVY LOAD LITT OVER HEAD LITT OFF CROUND SYMMOTORS (SAME LINE) ART OTHER WEALTH MONEY GEMS ART OTHER GP—									
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CARRYING CAPACITY LIGHT LOAD MEDIUM LOAD HEAVY LOAD LIFT OVER HEAD EQUAL SMATCHOOL WEALTH MONEY CP— SP— GP—							TOTA	AL WEIGHT CARRIED	
CARRYING CAPACITY LIGHT LOAD MEDIUM LOAD HEAVY LOAD UIF OVER HADD PUSH OR DRAG 2X MAX LOAD SY MAX LOAD WEALTH MONEY GEMS ART OTHER OTHER GP—		'	'		-				
CARRYING CAPACITY LICHT LOAD MEDIUM LOAD HEAVY LOAD LIFT OFF GROUND TOWN LOAD TOWN LO	RAC	IAL TRA	TS				LANC	GUAC	ES
CARRYING CAPACITY LIGHT LOAD MEDIUM LOAD HEAVY LOAD LIFT OVER HEAD PLANT COME WEALTH MONEY GEMS ART OTHER CP— SP— GP—									
LICHT LOAD MEDIUM LOAD HEAVY LOAD LIFT OVER HEAD EQUALS MAX LOAD SX MAX LOAD S									
LICHT LOAD MEDIUM LOAD HEAVY LOAD LIFT OVER HEAD EQUALS MAX LOAD SX MAX LOAD S							-		
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LICHT LOAD MEDIUM LOAD HEAVY LOAD LIFT OVER HEAD EQUALS MAX LOAD SX MAX LOAD S		CAPPVIN	IG CA	PACI	TV				
WEALTH MONEY GEMS ART OTHER CP— SP— GP—	LIGHT LOAD MEDIUM LO					PUSH OR DRAG			
MONEY GEMS ART OTHER CP— SP— GP— GP— GEMS ART OTHER			EQL	JALS MAX LOAD	2 X MAX LOAD	5 X MAX LOAD			
MONEY GEMS ART OTHER CP— SP— GP— GP— GEMS ART OTHER									
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	S	PELL:	S	
SPELL SAVE	DC MOD	ARCAN	E SPELL FAIL	URE %
CONDITIONAL MODIFIE	RS			
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
		1 st		
=	=	'		
ш	ш	2 ND	\Box	ш
		3 RD		
		4 TH		
	ALI	LOWED SCHOOL	s	
EN	ABJURAT CHANTMENT,	TION, DIVINA		ON

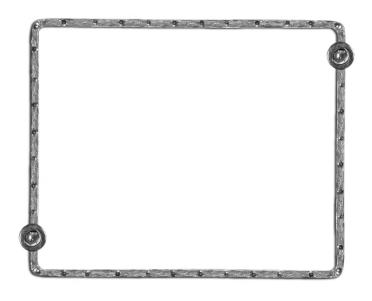
SPELLS	KNOWN
1ST:	3RD:
2ND:	4TH:

SPELLS KNOWN

Level	1 st	2 nd	3 rd	4 th
1st	_		_	
2nd	_			_
3rd	_			
4th	2 ¹			
5th	2		—	
6th	3		_	_
7th	3		_	
8th	4	2 ¹		
9th	4	3		
10th	4	3		
11th	4	4	2 ¹	
12th	4	4	3	
13th	4	4	3	
14th	4	4	4	21
15th	4	4	4	3
16th	4	4	4	3
17th	5	4	4	4
18th	5	5	4	4
19th	5	5	5	4
20th	5	5	5	5

1 Provided that the spellthief has sufficient Charisma to have a bonus spell of this level.

ARM	OR/PI	ROT	ECT	IVE	ITE	MS
ARMOR/PRO	OTECTIVE ITE	M	ТҮРЕ	AC B	ONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PRO	PERTIES	
SHIELD/PRO	TECTIVE ITE	:M /	AC BONUS	WEIG	нт Снес	CK PENALTY
SPELL FAILURE	SPECIAL PROPE	RTIES				
PROTECTIVE	E ITEM		AC BONUS	WEIGHT	SPECIAL P	ROPERTIES
PROTECTIVI	TTEM		AC BONUS	WEIGHT	SPECIAL P	ROPERTIES



EXPER	IENCE	
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

CLASS FEATURES

CLASS FEATURE	Weapon and Armor Proficiency	PAGE REF.
NOTES	ll simple weapons, light armor; not with shields	
CLASS FEATURE	Sneak Attack (Ex)	PAGE REF.
Extra	damage when target denied Dex bonus or flanke	d
CLASS FEATURE	Steal Spell (Su)	PAGE REF.
Siphon sp	ell energy instead of inflicting 1d6 sneak attack d	amage
CLASS FEATURE	Trapfinding (Ex)	PAGE REF.
Use Searc	ch to locate traps DC 20+; disable magic traps as	rogue
CLASS FEATURE	Detect Magic (Sp)	PAGE REF.
NOTES U:	se detect magic times/day equal to Cha modifier	
CLASS FEATURE	Spellgrace (Su)	PAGE REF.
NOTES CO	mpetence bonus to saving throws against spells	
CLASS FEATURE	Steal Spell Effect (Su)	PAGE REF.
Siphon sp	pell effect instead of inflicting 1d6 sneak attack da	ımage

CLASS FEATURE	Steal Energy Resistance (Su)	PAGE REF.
Siphon 6	energy resistance instead of inflicting 1d6 sneak a	ittack
CLASS FEATURE	Spells	PAGE REF.
NOTES	Gain abilty to cast arcane spells	
CLASS FEATURE	Steal Spell-Like Ability (Su)	PAGE REF.
Siphon	spell-like ability instead of inflicting 1d6 sneak at	tack
CLASS FEATURE	Absorb Spell (Su)	PAGE REF.
Absorb s	pell energy of targetted spell successfully saved a	gainst
CLASS FEATURE	Arcane Sight (Sp)	PAGE REF.
Use arca	ne sight as a swift action times/day equal to Cha	mod.
CLASS FEATURE	Discover Spells (Ex)	PAGE REF.
NOTES L	Learn names of other spells prepared by target	
CLASS FEATURE	Steal Spell Resistance (Su)	PAGE REF.
Siphon	spell resistance ability instead of inflicting 3d6 si	neak