

CHARACTER NAME

PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	AC	ARMOR CLASS	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

TOTAL	HP	NONLETHAL DAMAGE
		WOUNDS/CURRENT HP

TOTAL	DEX MODIFIER	MISC. MODIFIER

INITIATIVE
MODIFIER

CONDITIONAL AC MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER

SPEED

SNEAK
ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)		
				ABILITY MODIFIER	RANKS	MISC MODIFIER
<input checked="" type="checkbox"/>	APPRAISE ■	INT				
<input checked="" type="checkbox"/>	BALANCE ■	DEX*				
<input checked="" type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR*				
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON				
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT				
<input checked="" type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input checked="" type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input type="checkbox"/>	FORGERY ■	INT				
<input checked="" type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL ■	WIS				
<input checked="" type="checkbox"/>	HIDE ■	DEX*				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input checked="" type="checkbox"/>	JUMP ■	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (LOCAL)	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input checked="" type="checkbox"/>	LISTEN ■	WIS				
<input checked="" type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input checked="" type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PROFESSION ()	WIS				
<input type="checkbox"/>	PROFESSION ()	WIS				
<input type="checkbox"/>	RIDE ■	DEX				
<input checked="" type="checkbox"/>	SEARCH ■	INT				
<input type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input checked="" type="checkbox"/>	SPELLCRAFT	INT				
<input checked="" type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SURVIVAL ■	WIS				
<input checked="" type="checkbox"/>	SWIM ■	STR*				
<input checked="" type="checkbox"/>	TUMBLE	DEX*				
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						

■ Denotes a skill that can be used untrained.

*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

[illegible][illegible]







RACIAL TRAITS

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

[illegible]

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
					

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
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NOTES	

NOTES

SPELLS			
SPELL SAVE	DC MOD	ARCANE SPELL FAILURE	%
CONDITIONAL MODIFIERS			

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
		1 ST		
		2 ND		
		3 RD		
		4 TH		

ALLOWED SCHOOLS
ABJURATION, DIVINATION, ENCHANTMENT, ILLUSION, TRANSMUTATION

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	2 ¹
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.

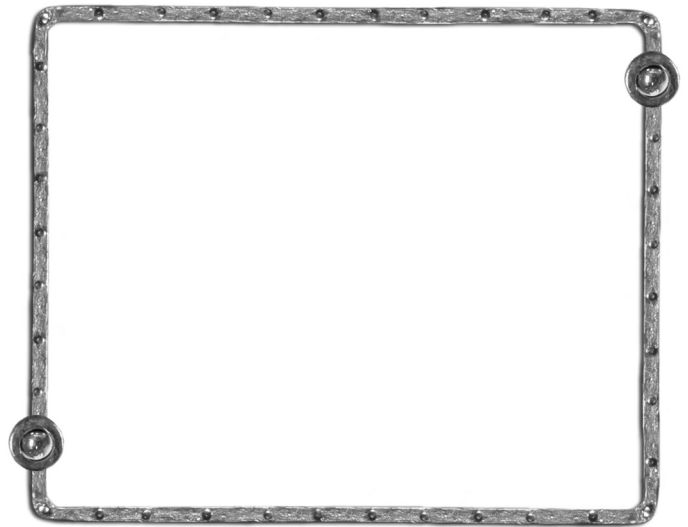
ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES



EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

CLASS FEATURES

CLASS FEATURE	Weapon and Armor Proficiency	PAGE REF.
NOTES	All simple weapons, light armor; not with shields	15
CLASS FEATURE	Sneak Attack (Ex)	PAGE REF.
NOTES	Extra damage when target denied Dex bonus or flanked	15
CLASS FEATURE	Steal Spell (Su)	PAGE REF.
NOTES	Siphon spell energy instead of inflicting 1d6 sneak attack damage	16
CLASS FEATURE	Trapfinding (Ex)	PAGE REF.
NOTES	Use Search to locate traps DC 20+; disable magic traps as rogue	16
CLASS FEATURE	Detect Magic (Sp)	PAGE REF.
NOTES	Use <i>detect magic</i> times/day equal to Cha modifier	16
CLASS FEATURE	Spellgrace (Su)	PAGE REF.
NOTES	Competence bonus to saving throws against spells	17
CLASS FEATURE	Steal Spell Effect (Su)	PAGE REF.
NOTES	Siphon spell effect instead of inflicting 1d6 sneak attack damage	17

CLASS FEATURE	Steal Energy Resistance (Su)	PAGE REF.
NOTES	Siphon energy resistance instead of inflicting 1d6 sneak attack	18
CLASS FEATURE	Spells	PAGE REF.
NOTES	Gain ability to cast arcane spells	19
CLASS FEATURE	Steal Spell-Like Ability (Su)	PAGE REF.
NOTES	Siphon spell-like ability instead of inflicting 1d6 sneak attack	19
CLASS FEATURE	Absorb Spell (Su)	PAGE REF.
NOTES	Absorb spell energy of targetted spell successfully saved against	19
CLASS FEATURE	Arcane Sight (Sp)	PAGE REF.
NOTES	Use <i>arcane sight</i> as a swift action times/day equal to Cha mod.	20
CLASS FEATURE	Discover Spells (Ex)	PAGE REF.
NOTES	Learn names of other spells prepared by target	20
CLASS FEATURE	Steal Spell Resistance (Su)	PAGE REF.
NOTES	Siphon spell resistance ability instead of inflicting 3d6 sneak	20