		SPECIAL ABILITIES
	/ 351.000	— RACIAL ABILITIES —
		× Base land speed of 30 feet. × Bonus Feat: 1st level bonus feat
CAMPAIGN	EXPERIENCE POINTS	× Favored Class: Any
GEAR		— CLASS ABILITIES — × Proficient in light armor
ARMOR/PROTECTIVE ITEM TYPE	ARMOR BONUS MAX DEX BO	× Proficient with all simple and martial weapons, and with . × You can cast spellthief spells while wearing light armor without incurring
		the normal arcane spell failure chance.
ACP SPELL FAILURE SPEED WEIGHT	SPECIAL PROPERTIES	× Improved Evasion(Ex): You take half damage from magical attacks. On a successful Reflex save, you take no damage.
		Successful Reflex save, you take no damage. Sneak Attack: Any time someone you attack is denied their Dexterity
SHIELD/PROTECTIVE ITEM		bonus to AC; or you are flanking them; you inflict an extra 2d6 damage.
SHIELD/FROTECTIVE ITEM ARMO	R BONUS WEIGHT CHECK PENALTY SPE	Ranged attacks must be within 30 feet to gain this; and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits
		ignore this damage; as do creatures with concealment.
SP	PECIAL PROPERTIES	× Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm
		magic traps. × Steal Spell(Su): You can siphon spell energy away from your target and
	R POSSESSIONS	use it yourself.
ITEM	Wgt ITEM	× Detect Magic(Sp): You can use detect magic 5 time(s) per day. Your caster level is 6.
		× Spellgrace(Su): You gain a +1 competence bonus on saves against spells.
		× Steal Spell Effect(Su): You can siphon an active spell effect from another creature.
		× Steal Energy Resistance(Su): You can siphon some or all of a target's
		resistance to an energy type (acid, cold, electricity, fire, or sonic). × Spells: You gain the ability to learn and cast spells.
		× Steal Spell-Like Ability(Su): You can use a sneak attack to temporarily
		steal a creature's spell-like ability. × Quick to act(Ex): Initiative bonus +5.
		× Discipline Focus: ()
		+ Weapon Focus(Ex): Pick a discipline you have at least one maneuver in. Each time you have Discipline focus, gain weapon focus for discipline
	Magic Items Equipped by Slot	related weapons, +2 Martial Lore checks for discipline that has discipline
	Ring Slot (RH)	focus (does not stack). + Insightful Strike(Ex): Pick a discipline you have at least one maneuver in
	Ring of mind shielding (8000 GP)	each time you have Discipline focus, add wisdom mod to damage
	Ring Slot (LH)	whenever you execute a discipline strike, +2 Martial Lore checks for discipline that has discipline focus (does not stack)
	Ring of protection (+5) (50000 GP)	+ Defensive Stance(Ex): Pick a discipline you have at least one maneuver
	Hand Slot	in each time you have Discipline focus, +2 bonus on saving throws when in discipline stance, +2 Martial Lore checks for discipline that has
	(none) (0 GP)	discipline focus (does not stack)
	Arm Slot	× Sense Magic(Su): After focusing for 10 minutes and succeeding on a caster level check, you can determine the magical properties of a weapon
	Bracers of armor (+5) (25000 GP)	or suit of armor.
	Head Slot Headband of intellect (+6) (36000 GP)	× Dual Boost(Ex): Whenever you initiate a boost maneuver, as a free action you may initiate any other boost maneuver that you know. This ability can
	Face Slot	be used 3/day.
	(none) (0 GP)	— FEATS — V Combat Reflexes(PH 92) : Additional attacks of opportunity.
	Shoulder Slot	× Eschew Materials(PH 94) : Cast spells without material components.
	(none) (0 GP)	× Improved Initiative(PH 96): +4 bonus on initiative checks. × Power Attack(PH 98): Trade attack bonus for damage (up to base attack
	Neck Slot	bonus).
	Amulet of natural armor (+5) (50000 GP)	× Cleave(PH 92) : Extra melee attack after dropping target. × Great Cleave(PH 94) : No limit to cleave attacks each round.
	Body Slot	× Two-Weapon Fighting(PH 102) : Reduce two-weapon fighting penalties by 2.
	(none) (0 GP) Torso Slot	v Improved Two-Weapon Fighting(PH 96) : Gain second off-hand attack.
	Vest of free movement (12000 GP)	× Greater Two-Weapon Fighting(PH 95): Gain third off-hand attack.
	Waist Slot	Sefensive Sweep(PH2 78): Your foe must move or provoke an attack of opportunity.
	Belt of giant strength (+6) (36000 GP)	x Slashing Flurry(PH2 82): You gain an extra attack with slashing weapon. x Spectral Skirmisher(PH2 83): You gain extra bonuses while invisible.
	Feet Slot	Spectral Skiffinsher(Friz 63): Total gain extra boritises while invisible. Versatile Spellcaster(RotD 101): Use two lower-level slots to cast a
	Boots of speed (12000 GP)	1 higher-level spell — MANEUVERS —
	TOTAL WEIGHT CARRIED	3 — MANEUVERS —
NOTES	LANGUAGES	
	Common	
		CARRYING INFO TURN/REBUKE ATTEMPTS
		CANCING IN C
		Times/Day Used Turning/Rebuking Check Modifier
		LIGHT MED HEAVY LOAD LOAD LOAD
		Turning/Re Most Powerful Undead buking Affected(Max HD) # of HD Turned/Rebuked
		1.600 3.200 8.000 Up to 0 2d6
		1-3 If your cleric level is double the HD of the undead or
		OVER GROUND DRAG 4-6 more, the undead are destroyed/commanded
		Dispelling rebuking/turning
		GP 10-12 works like turning/rebuking, but you must equal or
		SP 15-13 exceed the check result of the cleric who
		CP 19-21 rebuked/turned.
		Art 22+
		Gems
		Other (GP)