

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				

AC	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	WIS MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
ARMOR CLASS		- 10 +	+	+	+	+	+	+	+

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

HP	TOTAL	NONLETHAL DAMAGE
HIT POINTS		

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
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

SUDDEN STRIKE

KI POWER USES

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

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RANGE	TYPE	NOTES	
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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 type="checkbox"/>	APPRAISE ■	INT				
<input checked="" type="checkbox"/>	BALANCE ■	DEX*				
<input checked="" type="checkbox"/>	BLUFF ■	CHA				
<input checked="" 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 type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input checked="" 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 type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	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 checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input checked="" type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input 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 type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				
<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

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT
TOTAL WEIGHT CARRIED			

RACIAL TRAITS

LANGUAGES

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

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
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WEALTH

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

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

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

SKILL DCs

BALANCE	BALANCE DC
NARROW SURFACE	
• 7–12 inches wide	10
• 2–6 inches wide	15
• Less than 2 inches wide	20

DIFFICULT SURFACE	BALANCE DC*
• Uneven flagstone	10**
• Hewn stone floor	10**
• Sloped or angled floor	12**

* Add modifiers from Narrow Surface, below, as appropriate.
 ** Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

NARROW SURFACE	DC MODIFIER*
• Lightly obstructed	+2
• Severely obstructed	+5
• Lightly slippery	+2
• Severely slippery	+5

* These modifiers stack.

BLUFF CIRCUMSTANCES	SENSE MOTIVE MODIFIER
• Target wants to believe you.	-5
• Bluff is believable and doesn't affect the target much.	+0
• Bluff is a little hard to believe or puts the target at some risk.	+5
• Bluff is hard to believe or puts the target at significant risk.	+10
• Bluff is way out there, almost too incredible to consider.	+20

CLIMB CLIMB DC	EXAMPLE SURFACE OR ACTIVITY
0	Slope too steep to walk up; knotted rope with wall to brace up against.
5	Rope with wall to brace against, or knotted rope, or rope affected by the rope trick spell.
10	Surface with ledges, a very rough wall, or a ship's rigging.
15	Surface with adequate handholds and footholds, an unknotted rope, or pulling yourself up when dangling by your hands.
20	Uneven surface with some narrow handholds and footholds.
25	Rough surface, such as a natural rock wall.
30	An overhand or ceiling with handholds but no footholds.

DC MODIFIER*	EXAMPLE SURFACE OR ACTIVITY
-10	Climbing a chimney or other location where you can brace against two opposite walls.
-5	Climbing a corner where you can brace against perpendicular walls.
+5	Surface is slippery

* These modifiers stack.

DISABLE DEVICE	TIME	DISABLE DEVICE DC*
• Simple	1 round	10
• Tricky	1d4 rounds	15
• Difficult	2d4 rounds	20
• Wicked	2d4 rounds	25

* If you attempt to leave behind no trace of your tampering, add 5 to the DC.

DISGUISE	DISGUISE CHECK MODIFIER
• Minor details only	+5
• Disguised as different gender*	-2
• Disguised as different race*	-2
• Disguised as different age category*	-2**

* These modifiers stack.
 ** Per step difference between your actual age category and your disguised age category.

FAMILIARITY	VIEWER'S SPOT CHECK BONUS
• Recognizes on sight	+4
• Friends or associates	+6
• Close friends	+8
• Intimate	+10

ESCAPE ARTIST	ESCAPE ARTIST DC
RESTRAINT	
• Ropes	Binder's Rope Use check at +10
• Net, animate rope spell, command plants spell, control plants spell, or entangle spell	20
• Snare spell	23

RESTRAINT	ESCAPE ARTIST DC
• Manacles	30
• Tight space	30
• Masterwork manacles	35
• Grappler	Grappler's grapple check result

JUMP	LONG JUMP DISTANCE	JUMP DC*	HIGH JUMP DISTANCE**	JUMP DC**
	5 feet	5	1 foot	4
	10 feet	10	2 feet	8
	15 feet	15	3 feet	12
	20 feet	20	4 feet	16
	25 feet	25	5 feet	20
	etc ...	etc ...	etc ...	etc ...

* Requires a 20-foot running start. Without a running start, double the DC.
 ** Not including vertical reach (see Player's Handbook, page 77).

MOVE SILENTLY SURFACE	CHECK MODIFIER
• Noisy (scree, bog, undergrowth, dense rubble)	-2
• Very noisy (dense undergrowth, deep snow)	-5

OPEN LOCK	LOCK	DC	LOCK	DC
Very simple lock	20	Good lock	30	
Average lock	25	Amazing lock	40	

SEARCH TASK	SEARCH DC
• Ransack a chest full of junk to find a certain item.	10
• Notice a typical secret door or simple trap.	20
• Find a difficult nonmagical trap.	21 or higher
• Find a magic trap	25 + spell level
• Notice a well-hidden secret door	30
• Find a footprint	Varies*

* A successful Search check can find a footprint or similar sign of a creature's passage, but following the trail requires the Track feat.

SLEIGHT OF HAND TASK	SLEIGHT OF HAND DC
• Palm a coin-sized object, or make a coin disappear	10
• Lift a small object from a person	20

TUMBLE	TASK
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15*	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past.
25*	Tumble at one-half speed through an area occupied by an enemy as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent.

* Each additional enemy after the first adds +2 to the Tumble DC.

USE MAGIC DEVICE	USE MAGIC DEVICE DC
TASK	
• Activate blindly	25
• Decipher a written spell	25 + spell level
• Use a scroll	20 + caster level
• Use a wand	20
• Emulate a class feature	20
• Emulate an ability score	Special†
• Emulate a race	25
• Emulate an alignment	30

† See Player's Handbook, page 85.

USE ROPE	USE ROPE DC
TASK	
• Tie a firm knot	10
• Secure a grappling hook	10*
• Tie a special knot	15
• Tie a rope around yourself one-handed	15
• Splice two ropes together	15
• Bind a character	Varies

* Add 2 to the DC for every 10 feet the hook is thrown.

EXPERIENCE

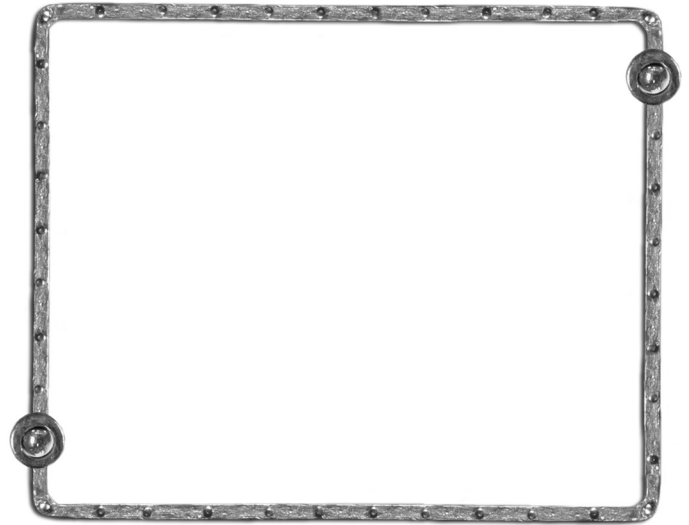
EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

NOTES



CLASS FEATURES

CLASS FEATURE **Weapon and Armor Proficiency** PAGE REF. **8**

NOTES
All simple weapons plus specific others; not with armor or shield

CLASS FEATURE **AC Bonus (Ex)** PAGE REF. **8**

NOTES
Add Wisdom bonus to Armor Class; plus other bonuses

CLASS FEATURE **Ki Power (Su)** PAGE REF. **8**

NOTES
Ki powers usable ½ class level times/day; +2 bonus to Will saves

CLASS FEATURE **Sudden Strike (Ex)** PAGE REF. **8**

NOTES
Deal extra damage to targets denied their Dexterity bonus to AC

CLASS FEATURE **Trapfinding (Ex)** PAGE REF. **8**

NOTES
Use Search to locate traps DC 20+; disable magic traps as rogue

CLASS FEATURE **Ghost Step (Su)** PAGE REF. **8**

NOTES
Become invisible for 1 round (swift action); ethereal at 10th level

CLASS FEATURE **Poison Use (Ex)** PAGE REF. **8**

NOTES
Never risk poisoning self when applying poison to weapon

CLASS FEATURE **Great Leap (Su)** PAGE REF. **8**

NOTES
Make Jump checks as if had Run feat (+4 bonus to Jump)

CLASS FEATURE **Acrobatics (Ex)** PAGE REF. **8**

NOTES
+2 bonus to Climb, Jump, Tumble (+4 at 12th; +6 at 18th)

CLASS FEATURE **Ki Dodge (Su)** PAGE REF. **8**

NOTES
Swift action cause attack to miss; partial concealment for 1 round

CLASS FEATURE **Speed Climb (Ex)** PAGE REF. **9**

NOTES
Climb at move speed; must begin/end on horizontal surface

CLASS FEATURE **Ghost Strike (Ex)** PAGE REF. **9**

NOTES
Strike incorporeal, ethereal creatures (ki power)

CLASS FEATURE **Improved Poison Use (Ex)** PAGE REF. **9**

NOTES
Apply poison to a weapon as a move action

CLASS FEATURE **Evasion (Ex)** PAGE REF. **9**

NOTES
Avoid damage with successful Reflex save if no armor, light load

CLASS FEATURE **Ghost Mind (Su)** PAGE REF. **9**

NOTES
Special resistance to spells of the scrying subschool

CLASS FEATURE **Ghost Sight (Su)** PAGE REF. **9**

NOTES
See invisible and ethereal creatures

CLASS FEATURE **Greater Ki Dodge (Su)** PAGE REF. **9**

NOTES
ki dodge ability grants total concealment

CLASS FEATURE **Ghost Walk (Ex)** PAGE REF. **9**

NOTES
Enter ethereal plane as *ethereal jaunt* spell