







## SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC. MODIFIER
<input type="checkbox"/> APPRAISE ♦	INT	2	=	+ 2	+
<input type="checkbox"/> AUTOHYPNOSIS	WIS		=	+	+
<input checked="" type="checkbox"/> BALANCE* ♦	DEX	15	= 8	+ 5	+ 2
<input type="checkbox"/> BLUFF ♦	CHA	0	=	+	+
<input checked="" type="checkbox"/> CLIMB* ♦	STR	9 (11)	= 8	+ 1	+ (2)
<input type="checkbox"/> CONCENTRATION ♦	CON	1	=	+ 1	+
<input checked="" type="checkbox"/> CRAFT (Untrained) ♦	INT	2	=	+ 2	+
<input type="checkbox"/> CRAFT ( ) ♦	INT		=	+	+
<input type="checkbox"/> CRAFT ( ) ♦	INT		=	+	+
<input type="checkbox"/> DECIPHER SCRIPT	INT	2	=	+ 2	+
<input type="checkbox"/> DIPLOMACY ♦	CHA	0	=	+ 0	+
<input checked="" type="checkbox"/> DISABLE DEVICE	INT	11	= 9	+ 2	+
<input type="checkbox"/> DISGUISE ♦	CHA	0	=	+ 0	+
<input checked="" type="checkbox"/> ESCAPE ARTIST* ♦	DEX	13(15)	= 8	+ 5	+ (2)
<input type="checkbox"/> FORGERY ♦	INT	2	=	+ 2	+
<input type="checkbox"/> GATHER INFORMATION ♦	CHA	0	= 0	+ 0	+
<input type="checkbox"/> HANDLE ANIMAL	CHA		=	+	+
<input type="checkbox"/> HEAL ♦	WIS	0	=	+ 0	+
<input checked="" type="checkbox"/> HIDE* ♦	DEX	15	= 10	+ 5	+ <small>Small</small>
<input type="checkbox"/> INTIMIDATE ♦	CHA	0	=	+ 0	+
<input checked="" type="checkbox"/> JUMP* ♦	STR	10	= 9	+ 1	+ 2
<input type="checkbox"/> KNOWLEDGE (ARCANA)	INT		=	+	+
<input type="checkbox"/> KNOWLEDGE (ARCH/ENG)	INT		=	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	INT	10	= 8	+ 2	+
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	INT	10	= 8	+ 2	+
<input type="checkbox"/> KNOWLEDGE (HISTORY)	INT		=	+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)	INT		=	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)	INT	11(13)	= 9	+ 2	+ (2)
<input type="checkbox"/> KNOWLEDGE (NOBILITY/ROYALTY)	INT		=	+	+
<input type="checkbox"/> KNOWLEDGE (THE PLANES)	INT		=	+	+
<input type="checkbox"/> KNOWLEDGE (PSIONICS)	INT		=	+	+
<input type="checkbox"/> KNOWLEDGE (RELIGION)	INT		=	+	+
<input type="checkbox"/> KNOWLEDGE ( )	INT		=	+	+
<input checked="" type="checkbox"/> LISTEN ♦	WIS	12	= 10	+ 0	+ 2
<input checked="" type="checkbox"/> MOVE SILENTLY* ♦	DEX	15	= 10	+ 5	+
<input type="checkbox"/> OPEN LOCK	DEX		=	+	+
<input type="checkbox"/> PERFORM (ACT) ♦	CHA	0	=	+ 0	+
<input type="checkbox"/> PERFORM (COMEDY) ♦	CHA	0	=	+ 0	+
<input type="checkbox"/> PERFORM (DANCE) ♦	CHA	0	=	+ 0	+
<input type="checkbox"/> PERFORM (KEYBOARD) ♦	CHA	0	=	+ 0	+
<input type="checkbox"/> PERFORM (ORATORY) ♦	CHA	0	=	+ 0	+
<input type="checkbox"/> PERFORM (PERCUSSION) ♦	CHA	0	=	+ 0	+
<input type="checkbox"/> PERFORM (STRING INSTRUMENT) ♦	CHA	0	=	+ 0	+
<input type="checkbox"/> PERFORM (WIND INSTRUMENT) ♦	CHA	0	=	+ 0	+
<input type="checkbox"/> PERFORM (SING) ♦	CHA	0	=	+ 0	+
<input type="checkbox"/> PERFORM ( ) ♦	CHA	0	=	+ 0	+
<input type="checkbox"/> PROFESSION ( )	WIS		=	+	+
<input type="checkbox"/> PROFESSION ( )	WIS		=	+	+
<input type="checkbox"/> PSICRAFT	INT		=	+	+
<input checked="" type="checkbox"/> RIDE ♦	DEX	8	= 8	+ 0	+
<input checked="" type="checkbox"/> SEARCH ♦	INT	15	= 11	+ 2	+ 2 <sub>Elf</sub>
<input checked="" type="checkbox"/> SENSE MOTIVE ♦	WIS	8	= 8	+ 0	+
<input type="checkbox"/> SLEIGHT OF HAND* ♦	DEX		=	+	+
<input type="checkbox"/> SPELLCRAFT	INT		=	+	+
<input checked="" type="checkbox"/> SPOT ♦	WIS	13	= 11	+ 0	+ 2 <sub>Elf</sub>
<input checked="" type="checkbox"/> SURVIVAL ♦	WIS	8(10)	= 8	+ 0	+ (2)
<input checked="" type="checkbox"/> SWIM* ♦	STR	9	= 8	+ 1	+
<input checked="" type="checkbox"/> TUMBLE* ♦	DEX	19	= 12	+ 5	+ 2 <sub>Jump</sub>
<input type="checkbox"/> USE MAGIC DEVICE	CHA		=	+	+
<input type="checkbox"/> USE PSIONIC DEVICE	CHA		=	+	+
<input checked="" type="checkbox"/> USE ROPE ♦	DEX	13(15)	= 8	+ 5	+

Skills in italics are psionics-related.  
 Mark this box with an X if the skill is a class skill for the character.  
 ♦ Denotes a skill that can be used untrained.  
 \* Armor check penalty, if any, applies. (Double penalty for Swim.)

## RACIAL TRAITS/CLASS FEATURES

+2 Sav. against ench.	Flawless Stride
Low light	Camouflage
Skirmish (+4d6, +3AC)	Blindsense 30 ft.
Trapfinding	Hide in Plain Sight
Evasion	
Uncanny Dodge	
Trackless Step	

## FEATS

Dodge (+1 AC opp.)	
Mobility (+4 AC att. ofOpp.)	
Spring Attack	
Weapon Finesse	
Shield Prof.	
Poign Blank (+1 A.B. 30 ft)	
Rapid Shot (+1 Att (-2 Pen.))	
Many Shot	
Precise Shot	

## LANGUAGES

Initial languages = Common + automatic languages + Int bonus

Elven	Draconic
Orc	Sylvan
Common	
Giant	

## SKILL SYNERGIES

5+ RANKS IN ...	GIVES A +2 BONUS ON ...
<input type="checkbox"/> Autohypnosis	Knowledge (psionics) checks
<input type="checkbox"/> Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
<input type="checkbox"/> Concentration	Autohypnosis checks
<input type="checkbox"/> Craft	Related Appraise checks
<input type="checkbox"/> Decipher Script	Use Magic Device checks involving scrolls
<input checked="" type="checkbox"/> Escape Artist	Use Rope checks involving bindings
<input type="checkbox"/> Handle Animal	Ride checks and wild empathy checks
<input checked="" type="checkbox"/> Jump	Tumble checks
<input type="checkbox"/> Knowledge (arcane)	Spellcraft checks
<input type="checkbox"/> Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
<input checked="" type="checkbox"/> Knowledge (dungeon)	Survival checks when underground
<input checked="" type="checkbox"/> Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
<input type="checkbox"/> Knowledge (history)	Bardic knowledge checks (class feature)
<input type="checkbox"/> Knowledge (local)	Gather Information checks
<input checked="" type="checkbox"/> Knowledge (nature)	Survival checks in aboveground natural environments
<input type="checkbox"/> Knowledge (nbl/royal)	Diplomacy checks
<input type="checkbox"/> Knowledge (the planes)	Survival checks when on other planes
<input type="checkbox"/> Knowledge (psionics)	Psicraft checks
<input type="checkbox"/> Knowledge (religion)	Checks to turn or rebuke undead
<input type="checkbox"/> Psicraft	Use Psionic Device checks involving power stones
<input checked="" type="checkbox"/> Search	Survival checks when following tracks
<input checked="" type="checkbox"/> Sense Motive	Diplomacy checks
<input type="checkbox"/> Spellcraft	Use Magic Device checks involving scrolls
<input checked="" type="checkbox"/> Survival	Knowledge (nature) checks
<input checked="" type="checkbox"/> Tumble	Balance and Jump checks
<input type="checkbox"/> Use Magic Device	Spellcraft checks to decipher scrolls
<input type="checkbox"/> Use Psionic Device	Psicraft checks to address power stones
<input checked="" type="checkbox"/> Use Rope	Climb and Escape Artist checks involving ropes