

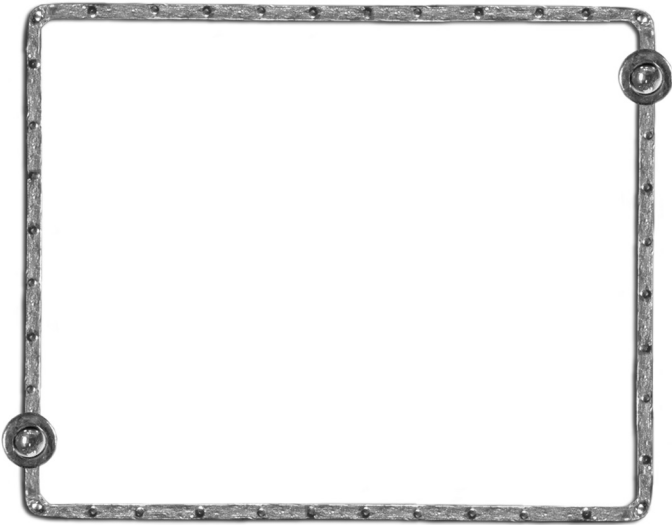
EXPERIENCE

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 <i>ethereal jaunt</i> spell		

DUNGEONS & DRAGONS

NINJA

CHARACTER RECORD SHEETS

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	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	WIS MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER	AC ARMOR CLASS	TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS
STR STRENGTH																
DEX DEXTERITY																
CON CONSTITUTION																
INT INTELLIGENCE																
WIS WISDOM																
CHA CHARISMA																

TOTAL

HP HIT POINTS

WOUNDS/CURRENT HP

INITIATIVE MODIFIER

TOTAL

DEX MODIFIER

MISC. MODIFIER

CONDITIONAL AC MODIFIERS

CLASS SKILLS

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

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



