

GEAR					
Cost	Item	WT.	Cost	Item	WT.
75.00	Comp. Shortbow	2.00	100.00	Thieves tools mw	2.00
20.00	Rapier	2.00			
175.00	Armor, Studded leather	20.00			
2.00	Backpack	2.00			
0.10	Bedroll	5.00			
0.01	Candles x2	0.00			
1.00	Map case	0.50			
0.02	Chalk x2	0.00			
0.20	Fishhook x2	0.00			
1.00	Flint and Steel	0.00			
1.00	Grappling hook	4.00			
8.00	Ink	0.00			
0.20	Inkpen x2	0.00			
12.00	Lantern, bullseye	3.00			
0.40	Oil x4	4.00			
1.00	Parchment x5	0.00			
2.00	Belt pouch x2	1.00			
1.00	Rations x2	2.00			
10.00	Silk rope 50 ft	5.00			
0.20	Sack x2	1.00			
1.00	Sewing needle x2	0.00			
2.00	Shovel	8.00			
1.00	Waterskin	4.00			
314.13	TOTALS	63.50		TOTALS	

MAGIC ITEMS				
Cost	Item	Location	WT.	
0.00				0.00

TREASURE					
Value	Item	WT.	Value	Item	WT.

SPECIAL ABILITIES

SPELLS/NOTES

Human

Extra feat

extra skill points

favored class: any

Rogue

trapfinding

Evasion

Sneak attack +2d6

trap sense +2

Ranger

1st favored enemy

track

wild empathy

FEATS

Improved Initiative

Point Blank Shot

Precise Shot

spells

CAST TODAY

SPELL SAVE DC

SPELLS PER DAY

BONUS SPELLS

ENCUMBRANCE

LIGHT LOAD

MED. LOAD

HEAVY LOAD

43

86

130

LIFT OVER HEAD

LIFT OFF GROUND

DRAG

130

260

650

LANGUAGES

Common

spells known

0) 1) 2) 3) 4)

5) 6) 7) 8) 9)