

EXPERIENCE POINTS

ITEM	WT.	ITEM	WT.
LEATHER BACK PACK	2	EATING KNIFE	—
WINTER CLOAK	3	WHETSTONE	—
FLINT & STEEL	—	BELT POUCH	1
GRAPPLING BOLT*	3		
WATER SKIN ^{LIGHT}	4		
(6) PITONS & HAMMER	4		
SPIDER SILK ROPE	3		
(6) DAYS OF RATIONS	6		
	25 1/2		

PONY = 30 gp
 RY = 75/150/225
 40' / 30' / 20' RUNX4
 = 13 LEST + 5, SPOT + 5
 SADDLE / REINS = 25 / 5

ARMOR	25
WEAPONS	23

GEMS (2) 10gp	—
MONEY	2
TOTAL WEIGHT CARRIED	76

CP - 10
20/16 \rightarrow (1) 16

SP - 10
20/16

GB - 10 \rightarrow (1) 16
10/16

PP - 10
20/16

(2) 10 2P 3 EMS

NOTES

$$+4 = 7$$

3 NORMAL

TOTAL

- ☐ AMBIDEXTERITY
☐ BLIND-FIGHT
☐ COMBAT REFLEXES
☒ DODGE
 ☒ MOBILITY +4 AC 1/5
 ☐ SPRING ATTACK
☒ EXOTIC WEAPON PROFICIENCY
 (DWARVEN WARAXE)
☐ EXOTIC WEAPON PROFICIENCY
 (_____)
☐ EXOTIC WEAPON PROFICIENCY
 (_____)
☐ EXPERTISE
 ☐ IMPROVED DISARM
 ☐ IMPROVED TRIP
 ☐ WHIRLWIND ATTACK (+ MOBILITY)
☒ IMPROVED CRITICAL
 (DWARVEN WARAXE)
☐ IMPROVED CRITICAL
 (_____)
☒ IMPROVED INITIATIVE +4
☐ IMPROVED UNARMED STRIKE
 ☐ DEFLECT ARROWS
 ☐ STUNNING FIST
☐ MOUNTED COMBAT
 ☐ MOUNTED ARCHERY
 ☐ TRAMPLE
 ☐ RIDE-BY ATTACK
 ☐ SPIRITED CHARGE
☐ POINT BLANK SHOT
 ☐ FAR SHOT
 ☐ PRECISE SHOT
 ☐ RAPID SHOT
 ☐ SHOT ON THE RUN (+ MOBILITY, + DODGE)
☐ POWER ATTACK
 ☒ CLEAVE
 ☐ GREAT CLEAVE
 ☐ IMPROVED BULL RUSH
 ☐ SUNDER
☐ QUICK DRAW
☐ TWO-WEAPON FIGHTING
 ☐ IMPROVED TWO-WEAPON FIGHTING
 [+ AMBIDEXTERITY]
☐ WEAPON FINESSE
 (_____)
☐ WEAPON FINESSE
 (_____)
☒ WEAPON FOCUS +1 MELEE
 (DWARVEN WARAXE)
☐ WEAPON FOCUS
 (_____)
☒ WEAPON SPECIALIZATION +2 DANA
 (DWARVEN WARAXE)
☐ WEAPON SPECIALIZATION
 (_____)
☒ DARK VISION
 (SEE IN DARK 60')
☒ STONE SENSE
 (INTUIT STONEMARK)

LANGUAGES

Initial languages =
Common + racial languages + Int bonus
Each additional language
(Speak Language) = 2 skill points

DWARVEN
COMMON
UNDER COMMON
ELVEN (2)

Dex

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
230lb	460lb	1150lb
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD