

EXPERIENCE POINTS

LANGUAGES

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

SNEAK ATTACK EXTRA DAMAGE + 306

EVASION

UNCANNY DODGE

COMMON

(DON'T LOSE DEX AC) WHEN
(CAN'T BE FLANKED) SURPRISED

WEAPON FINESSE - RAPIER

IMPROVED CRITICAL-RAPIER

IMPROVED INITIATIVE

ALERTNESS + 2 LISTEN, + 2 SPOT

NOTES

[illegible]

MONEY

① 10 gp GEmu

38

LIGHT LOAD

115

**LIFT OVER
HEAD
EQUALS
MAX LOAD**

76

MEDIUM LOAD

230

**LIFT OFF
GROUND**
2 x MAX LOAD

115

HEAVY LOAD

565

**PUSH OR
DRAG**
5 × MAX LOAD