

■ Wilderness Lore Wis 3 = + 3 +
Skills marked with ■ can be used untrained.
* armor check penalty, if any, applies.
** -1 per 5 lb. of gear

EQUIPMENT

ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
+1 Dagger: Frost	1	8302 gp	1.00	Flint and steel	1	1 gp	(0.00)
Aquamarine (2)	1	1000 gp	0.00	Metalworker`s tools	1	5 gp	(5.00)
Backpack	1	2 gp	(2.00)	Nunchaku, Masterwork	1	302 gp	2.00
Bedroll	1	1 sp	(5.00)	Pouch, belt (4)	1	4 gp	(4.00)
Coin: cp (9)	1	9 cp	(0.18)	Quarterstaff	1	0 gp	(4.00)
Coin: gp (82)	1	82 gp	(1.64)	Rations, trail (per day) (8)	1	40 sp	(8.00)
Coin: sp (7)	1	7 sp	(0.14)	Sack	1	1 sp	(0.50)
Potion of Cure Light Wounds (5)	3	250 gp	(0.00)	Silver pearl (2)	1	200 gp	0.00
Potion of Cure Moderate Wounds (3)	1	300 gp	(0.00)	Studded leather	1	25 gp	20.00
Dagger	2	2 gp	2.00	Thieves` tools, Masterwork	1	100 gp	1.00
Dagger	3	2 gp	(3.00)	Torch	1	1 cp	1.00
Emerald (4)	1	4000 gp	0.00	Traveler`s outfit	1	1 gp	5.00
Explorer`s outfit	1	10 gp	(8.00)	Waterskin (full)	1	1 gp	(4.00)
Fire opal (2)	1	2000 gp	0.00				
1 - 37 lbs.		38 - 75 lbs.		76 - 112 lbs.		TOTAL WEIGHT CARRIED	
LIGHT LOAD		MEDIUM LOAD		HEAVY LOAD		32.00 lbs.	

MONEY

CP - 9	SP - 7	GP - 82	PP -
Misc -			

LANGUAGES

Dwarven, Elven, Gnome, Common

Stunning Attack

Uses/day:

FEATS

Armor Proficiency: medium
Improved Unarmed Strike
Deflect Arrows
Simple Weapon Proficiency
Stunning Fist
Expertise

SPECIAL ABILITIES

Gnome, Rock Racial Features
+1 attackbonus against kobolds & goblinoids
+2 bonus for saves against illusions
Some 0 lvl arcane spells acquired if INT>=10
Special Attacks
Spell-like Abilities Speak with Animals 3 1 Dancing Lights 1 1 Ghost Sound 1 1 Prestidigitation 1 1
Special Qualities
+4 Dodge Bonus to AC vs. Giants
Low-light Vision (Ex)
Monk Class Features
AC Bonus (+1)
Deflect Arrows
Evasion
Flurry of Blows
Monk Fast Movement
Monk weapon proficiencies
Purity of Body
Slow Fall (20 ft.)
Still Mind
Stunning Attack (5/day)
Unarmed Strike

Wisdom Bonus to AC
Rogue Class Features
Evasion
Light armor proficiency
Medium Rogue weapon proficiencies
Rogue weapon proficiencies
Sneak Attack +2d6
Traps
Uncanny Dodge (Dex bonus to AC)

Sources loaded for the creation of **Bamodie "Pilfer" Anghren:**

Players Handbook 3e

Dungeon Masters Guide 3e

Monster Manual 3e

Core eTools Data

CMP Bonus Data

User-Created Material