



## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Arrows (20)	Carried	1	3	1
Backpack <small>11.0 lbs., 1 Thieves Tools, 1 Rope (Hemp/50 Ft.)</small>	Equipped	1	2	2
Leather	Equipped	1	15	10
Outfit (Explorer's/Small)	Equipped	1	2	0
Belt Pouch <small>1.0 lbs., 1 Whetstone</small>	Equipped	1	0.5	1
Hemp Rope (50')	Backpack	1	10	1
Shortbow <small>0.0 lbs.</small>	Carried	1	2	30
Shortsword Sword	Equipped	1	2	10
Thieves Tools	Backpack	1	1	30
Whetstone	Pouch (Belt)	1	1	0.02
<b>TOTAL WEIGHT CARRIED/VALUE</b>			<b>36.5 lbs.</b>	<b>115.02 gp</b>

## WEIGHT ALLOWANCE

Light	25.0	Medium	50.0	Heavy	75.0
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## MONEY

## SPECIAL ABILITIES

+1 racial bonus on all saving throws
+2 morale bonus on saving throws against fear.
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
Humanoids eat and sleep and breathe
Sneak Attack +1d6
Stonecunning
Trapfinding ~ Can use Search skill to find traps with DC > 20

## FEATS

Armor Proficiency (Light)	You are proficient with light armor.
Point Blank Shot	You are skilled at making well-placed shots with ranged weapons at close range.
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat.

## PROFICIENCIES

Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Heavy Mace, Javelin, Light Mace, Longspear, Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortsphear, Shortsword, Sickle, Sling, Spear, Unarmed Strike

## LANGUAGES

Common, Halfling, Literacy

## TEMPLATES