This is Korik:

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| *Korik* | *the Quick* | |  |  |
| **Race** | Shield Dwarf | | **Sex** | Male |
| **Class** | Wilderness Rogue | | **Level** | 1 |
| **Class** | Ranger | | **Level** | 1 |
| **Class** | Scout | | **Level** | 3 |
| **Region** | Impiltur | | **Age** | 57 |
| **Deity** | Waukeen | | **Height** | 4’ 3” |
| **Alignment** | Neutral Good | | **Weight** | 142 lbs. |
| **Attack Bonus** | 3 | | **Base Speed** | 20’+10’+20’ |
| **Initiative** | +2 | | **XP** | 0 |
| **Strength** | 14 | +2 | **Lb. Capacity** | 58/116/175 |
| **Dexterity** | 14 | +2 | **Lb. Carried** | **32.5** |
| **Constitution** | 15 | +2 | **Hit Points** | **29** |
| **Intelligence** | 14 | +2 | **Touch AC** | 12 |
| **Wisdom** | 12 | +1 | **FF AC** | 15 |
| **Charisma** | 7 | -2 | **AC** | 17 |

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| **Skill/Save** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Notes** |
| **Fortitude** | **3** | **Con (+2)** | 1 | 6 |  |
| **Reflex** | **7** | **Dex (+2)** | -1 | 8 |  |
| **Will** | **1** | **Wis (+1)** | 1 | 3 |  |
| **Appraise** | 0 | **Int (+2)** | 0 | 2 | +2 w/ metal & stone |
| **Balance** | 2 | **Dex (+2)** | 2 | 6 |  |
| **Bluff** | 0 | **Cha (-2)** | 0 | -2 |  |
| **Climb** | 2 | **Str (+2)** | 0 | 4 |  |
| **Concentration** | 0 | **Con (+2)** | 0 | 2 |  |
| **Craft: Smith** | 0 | **Int (+2)** | 2 | 4 |  |
| **Craft: Stonemason** | 3 | **Int (+2)** | 4 | 9 |  |
| **Decipher Script** | 0 | **Int (+2)** | 0 | 2 |  |
| **Diplomacy** | 0 | **Cha (-2)** | 0 | -2 |  |
| **Disable Device** | 1 | **Int (+2)** | 2 | 5 |  |
| **Disguise** | 0 | **Cha (-2)** | 0 | -2 |  |
| **Escape Artist** | 3 | **Dex (+2)** | 0 | 5 |  |
| **Forgery** | 0 | **Int (+2)** | 0 | 2 |  |
| **Gather Information** | 0 | **Cha (-2)** | 0 | -2 |  |
| **Handle Animal** | 0 | **Cha (-2)** | 0 | -2 |  |
| **Heal** | 0 | **Wis (+1)** | 0 | 1 |  |
| **Hide** | 5 | **Dex (+2)** | 0 | 7 |  |
| **Intimidate** | 0 | **Cha (-2)** | 0 | -2 |  |
| **Jump** | 6 | **Str (+2)** | 2 | 10 |  |
| **Knowledge: Arcana** | 0 | **Int (+2)** | 0.5 | 2 | Class Skill for all classes |
| **Knowledge: Archit. & Engin.** | 0 | **Int (+2)** | 0.5 | 2 |  |
| **Knowledge: Dungeoneering** | 1 | **Int (+2)** | 0 | 3 |  |
| **Knowledge: Geography** | 2 | **Int (+2)** | 0 | 4 | +2 in UE |
| **Knowledge: History** | 0 | **Int (+2)** | 0.5 | 2 |  |
| **Knowledge: Local (UE)** | 1 | **Int (+2)** | 0 | 3 |  |
| **Knowledge: Nature** | 5 | **Int (+2)** | 2 | 9 | +2 in UE |
| **Knowledge: Nob. & Royalty** | 0 | **Int (+2)** | 0.5 | 2 |  |
| **Knowledge: Planes** | 0 | **Int (+2)** | 0.5 | 2 |  |
| **Knowledge: Religion** | 0 | **Int (+2)** | 0.5 | 2 | +2 in UE |
| **Listen** | 5 | **Wis (+1)** | 0 | 6 |  |
| **Move Silently** | 5 | **Dex (+2)** | 0 | 7 |  |
| **Open Lock** | 5 | **Dex (+2)** | 2 | 9 |  |
| **Perform: Weapon Drill** | 4 | **Cha (-2)** | 0 | 2 |  |
| **Profession: Band Manager** | 1 | **Wis (+1)** | 0 | 2 |  |
| **Profession: Other** | 0 | **Wis (+1)** | 0.5 | 1 |  |
| **Ride** | 0 | **Dex (+2)** | 0 | 2 |  |
| **Search** | 5 | **Int (+2)** | 0 | 7 | +2 unusual stonework, free ≤10’ |
| **Sense Motive** | 4 | **Wis (+1)** | 0 | 5 |  |
| **Sleight of Hand** | 0 | **Dex (+2)** | 0 | 2 |  |
| **Speak Language** | 0 | **Int (+2)** | 0 | 2 |  |
| **Spellcraft** | 0 | **Int (+2)** | 0 | 2 |  |
| **Spot** | 3 | **Wis (+1)** | 0 | 4 |  |
| **Survival** | 7 | **Wis (+1)** | 3 | 11 | +2 with Tracks; +2 above ground |
| **Swim** | 1 | **Str (+2)** | 0 | 3 |  |
| **Tumble** | 5 | **Dex (+2)** | 2 | 9 |  |
| **Use Magic Device** | 0 | **Cha (-2)** | 0 | -2 |  |
| **Use Rope** | 2 | **Dex (+2)** | 2 | 6 |  |

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| *Feats* |
| 1st: Jack of All Trades |
| Rg: Survivor |
| Fl: Travel Devotion |
| 3rd: Knowledge Devotion |
|  |
| *W. Rogue Features* |
| Sneak Attack 1d6 |
| Trapfinding |
|  |
| *Ranger Features* |
| R1: Favored Enemy: Shapechangers |
| R1: Spiritual Connection |
| R1: Track |
|  |
| *Scout Features* |
| Skirmish +1d6; +0 AC0 |
| Trapfinding |
| Battle Fortitude +2 |
| Uncanny Dodge |
| Fast Movement +20’ |
| Trackless Step |
| Feat 4: Point Blank Shot |
| Evasion |

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| *Weapon Proficiencies* |
| Simple & Martial Weapons |
| Rogue Weapons |
| Light Armor & Shields (no Tower) |
|  |
| *Flaws* |
| Frail |
|  |
| *Traits* |
| Detached |
| Quick |
|  |
| *Racial Abilities* |
| +1 vs. orcs |
| +2 save vs. poison & spells |
| +4 vs. giants |
| Darkvision 60’ |
| +2 atk to orcs & goblinoids |
| Stability |
| Stonecunning |

This is his martial gear:

|  |  |  |  |  |  |  |  |  |  |  |
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| *Weapons and Armor* | | | | | | | | | | |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| MW Silvered Rapier | 1d6 | 1 | 1 | 18-20, x2 | Slashing | 2.0 | +6 | 19 | 25 | +1d6 Sneak |
| Light Mace | 1d6 | +2 | 0 | x2 | Bludgeon | 4.0 | +5 | 16 | 21 | +1d6 Sneak |
| Cold Iron Dagger | 1d4 | +2 | 0 | 19-20, x2 | Prc/Slsh | 1.0 | +5 | 16 | 21 | +1d6 Sneak |
|  |  |  |  |  |  |  |  |  |  |  |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| MW Composite Shortbow, Str +2 | 1d6 | +2 | 1 | x3 | 70’ | 2.0 | +6 | 8 | 14 | +1d6 Sneak; 1d6 Skirmish |
|  |  |  |  |  |  |  | +5 | 16 | 21 | +1d6 Point Blank |
| Thrown Weapon | - | +2 | 0 | - | - | - | +5 | 10 | 15 |  |
|  |  |  |  |  |  |  |  |  |  |  |
| **Armor & Shield** | **AC Mod.** | **Dex** | **Check** | **Arcane** | **Speed** | **Wt.** | **Notes** | | | |
| Mithral Chain Shirt | 4 | 6 | 0 | 10% | 30’ | 12.5 |  |  |  |  |
| MW Buckler | 1 | 0 | 0 | 5% | no effect | 5.0 |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Missiles** | | **Qty.** | **Wt.** | **Atk** | **Notes** | | |
|  |  |  | Cold Iron Arrows | | 20 | 1.0 | 0 |  |  |  |
|  |  |  | Silvered Arrows | | 20 | 1.0 | 0 |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |

This is the rest of his gear:

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| **Item** | **Qty.** |
| Traveler’s Outfit | 1 |
| Belt Pouch | 1 |
| Wooden Holy Symbol | 1 |
| Vial of Antitoxin | 2 |
| Flask of Holy Water | 1 |
| *Equipment Carried* | |
| **Item** | **Qty.** |
| Backpack | 1 |
| MW Thieves’ Tools | 1 |
| MW Stonemason’s Tools | 1 |
| Silk Rope & Grappling Hook | 1 |
| Winter Blanket | 1 |
| Waterskin | 1 |
| Flint & Steel | 1 |
| Gold Coins | 51 |