

01: Half-elf; Favored Class Monk (every level, and bonus skill each level); Str 15+2 = 17, Dex = 14, Con = 10, Int = 13, Wis = 14, Cha = 10; Combat Expertise, Catch Off-Guard (m); Acrobatics, Knowledge History, Perception, Sense Motive, Stealth, Survival, Swim; No Equipment.

02: Throw Anything (m); Acrobatics, Climb, Escape Artist, Ride, Stealth, Swim

03: Improved Grapple; Acrobatics, Perception, Sense Motive, Stealth, Survival (2)

04: Strength +1; Acrobatics, Perception (2), Sense Motive, Stealth, Survival

05: Improved Dirty Trick; Acrobatics, Perception, Sense Motive (2), Stealth, Survival

06: Improved Disarm (m); Acrobatics, Linguistics Goblin, Perception, Sense Motive, Stealth, Survival

07: Scorpion Style; Acrobatics, Linguistics Draconic, Perception, Sense Motive, Stealth, Survival

08: Strength +1; Acrobatics, Linguistics Orc, Perception, Sense Motive, Stealth, Survival

09: Greater Disarm; Acrobatics, Linguistics Gnoll, Perception, Sense Motive, Stealth, Survival

10: Gorgon's Fist (m); Acrobatics, Linguistics Infernal, Perception, Sense Motive, Stealth, Survival

11: Greater Dirty Trick; Acrobatics, Linguistics Sylvan, Perception, Sense Motive, Stealth, Survival

12: Strength +1; Acrobatics, Linguistics Abyssal, Perception, Sense Motive, Stealth, Survival

Equipment: Belt of Giant Strength +2 (4000, 18 Fame), \*Upgrade Belt of Giant Strength +2 to Belt of Physical Might STR DEX +2 (6000, 27 Fame), \*Upgrade Belt of Physical Might STR DEX +2 to Belt of Physical Perfection +2 (6000, 31 Fame), \*Upgrade Belt of Physical Perfection +2 to Belt of Physical Perfection +4 (48000, 54 Fame), \*Upgrade Belt of Physical Perfection +4 to Belt of Physical Perfection +6 (80000, 67 Fame)