

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Monk9	36000	Dwarf	Medium / 5.0 ft.	4' 0"	136 lbs.	Darkvision (60'), Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	65		Black	Gray, Topknot	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	URNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	18	+4	18	+4			HP Hit Points	90		Walk 50'
DEX Dexterity	16	+3	18	+4			AC Armour Class	20	= 16 : 18 : 10 + 2 + 0 + 4 + 0 + 0 + 4	
CON Constitution	14	+2	14	+2			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	12	+1	12	+1			INITIATIVE Modifier	8	= 4 + 4	ARMOR BONUS
WIS Wisdom	14	+2	14	+2			TOTAL	DEX MODIFIER	MISC MODIFIER	SHIELD BONUS
CHA Charisma	8	-1	8	-1			BASE ATTACK Bonus	+6/+1		STAT BONUS

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+9	= +6	+2	+1	+0	+0		
Reflex Dexterity	+11	= +6	+4	+1	+0	+0		
Willpower Wisdom	+9	= +6	+2	+1	+0	+0		

Melee ATTACK BONUS	+10/+5	= +6/+1	+4	+0	+0	+0		
Ranged ATTACK BONUS	+10/+5	= +6/+1	+4	+0	+0	+0		
Grapple ATTACK BONUS	+10/+5	= +6/+1	+4	+0	+0	+0		

TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Melee ATTACK BONUS	+10/+5	= +6/+1	+4	+0	+0	+0	
Ranged ATTACK BONUS	+10/+5	= +6/+1	+4	+0	+0	+0	
Grapple ATTACK BONUS	+10/+5	= +6/+1	+4	+0	+0	+0	

TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Melee ATTACK BONUS	+10/+5	= +6/+1	+4	+0	+0	+0	
Ranged ATTACK BONUS	+10/+5	= +6/+1	+4	+0	+0	+0	
Grapple ATTACK BONUS	+10/+5	= +6/+1	+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d10+6	20/x2

WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
*Flurry of Blows	+12/+12/+7	1d10+6	none/x0	E	0'	B	M
Masterwork Light Crossbow	+11/+6	1d8	19-20/x2	C	80'	P	M

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
SHIELD	TYPE	AC		CHECK	SPELL FAILURE

ITEMS	AC
*Bracers of Armor +2	+2
The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +2, just as though he were wearing armor	
*Ring of Protection +1	+1
Grants +1 deflection bonus to AC	

AMMUNITION
Crossbow Bolts (10) (4)

SKILLS		MAX RANKS		12/6	
SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	1	= 1	+ 0	+ 0
Balance	DEX	8	= 4	+ 2	+ 2
Bluff	CHA	-1	= -1	+ 0	+ 0
Climb	STR	7	= 4	+ 3	+ 0
Concentration	CON	2	= 2	+ 0	+ 0
Diplomacy	CHA	7	= -1	+ 6	+ 2
Disguise	CHA	-1	= -1	+ 0	+ 0
Escape Artist	DEX	6	= 4	+ 2	+ 0
Forgery	INT	1	= 1	+ 0	+ 0
Gather Information	CHA	-1	= -1	+ 0	+ 0
Heal	WIS	2	= 2	+ 0	+ 0
Hide	DEX	8	= 4	+ 4	+ 0
Intimidate	CHA	-1	= -1	+ 0	+ 0
Jump	STR	14	= 4	+ 0	+ 10
Listen	WIS	7	= 2	+ 5	+ 0
Move Silently	DEX	8	= 4	+ 4	+ 0
Ride	DEX	-1	= 4	+ 0	+ -5
Search	INT	5	= 1	+ 4	+ 0
Sense Motive	WIS	7	= 2	+ 5	+ 0
Spot	WIS	5	= 2	+ 3	+ 0
Survival	WIS	5	= 2	+ 3	+ 0
Swim	STR	7	= 4	+ 3	+ 0
Tumble	DEX	9	= 4	+ 5	+ 0
Use Rope	DEX	6	= 4	+ 2	+ 0
= Useable Untrained					

## EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Alchemist's Fire (Flask)	Belt Pouch	3	1	20	Flurry of Blows	Equipped	1	0	0
Tanglefoot Bag	Backpack	2	4	50	<b>Gloves of Dexterity +2</b> (Add to the wearers Dexterity score in the form of an enhancement bonus of +2)	Equipped	1	0.01	4000
<b>Amulet of Mighty Fists +2</b> (Grants an enhancement bonus of +2 on attack and damage rolls with unarmed attacks and natural weapons)	Equipped	1	0.01	24000	Masterwork Light Crossbow (Masterwork, Wood)	Carried	1	4	335
Backpack	Equipped	1	2	2	Monk's Outfit	Equipped	1	2	0
Crossbow Bolts (10) (Steel, Wood)	Backpack	3	1	1	Potion of Cure Light Wounds	Belt Pouch	2	0.1	50
Crossbow Bolts (10) (Steel, Wood)	Carried	1	1	1	Belt Pouch	Equipped	1	0.5	1
<b>Bracers of Armor +2</b> (The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +2, just as though he were wearing armor)	Equipped	1	1	4000	Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000
<b>Cloak of Resistance +1</b> (Offer magic protection in the form of a +1 resistance bonus on all saving throws)	Equipped	1	1	1000	Silk Rope (50')	Backpack	1	5	10
Flint and Steel	Belt Pouch	1	0	1	TOTAL WEIGHT CARRIED/VALUE		28.73 lbs.		36013 gp

## WEIGHT ALLOWANCE

<b>Light</b>	100	<b>Medium</b>	200	<b>Heavy</b>	300
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## MONEY

## SPECIAL ABILITIES

+4 Dodge bonus to Armor Class against monsters of the giant type, +2 racial bonus on Appraise and Craft checks that are related to stone or metal, +1 racial bonus on attack rolls against orcs and goblinoids, +2 racial bonus on saving throws against poison, +2 racial bonus on saving throws against spells, AC Bonus (Ex), Fast Movement (Ex), Flurry of Blows (Ex), Improved Evasion (Ex) ~ No damage on successful save, half damage on failed save, Ki Strike (Su) ~ (Magic), Purity of Body (Ex) ~ Immune to natural diseases, Slow Fall (Ex) ~ 40 ft, Stability ~ +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground, Still Mind (Ex) ~ +2 save vs. enchantment, Stonecunning ~ +2 racial bonus on Search checks to notice unusual stonework, can also intuit depth, sensing approximate depth underground, Stunning Fist 9/day (DC 16), Wholeness of Body (Su) ~ 18 hp/day

## PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling, Unarmed Strike

## LANGUAGES

Common, Dwarven, Literacy, Undercommon

## FEATS

NAME	DESCRIPTION
Combat Reflexes	You can respond quickly and repeatedly to opponents who let their defenses down
Deflect Arrows	You can deflect incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons
Dodge	You are adept at dodging blows
Improved Initiative	You can react more quickly than normal in a fight
Improved Trip	You are trained not only in tripping opponents, but also in following through with an attack
Improved Unarmed Strike	You are skilled at fighting while unarmed
Rapid Reload (Crossbow (Light))	You can reload your chosen type of crossbow more quickly than normal
Stunning Fist	You know how to strike opponents in vulnerable areas