

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Monk9	36000	Human	Medium / 5.0 ft.	5' 7"	183 lbs.	Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	23		Blue	Blond, 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 60'																			
DEX Dexterity	16	+3	18	+4			AC Armour Class	20	=	16	:	18	:	10	+	2	+	0	+	4	+	0	+	0	+	4			0			
CON Constitution	14	+2	14	+2				TOTAL		FLAT		TOUCH		BASE	ARMOR BONUS	SHIELD BONUS	STAT BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE		0		+0				0			SPELL RESIST.

INT Intelligence	12	+1	12	+1			INITIATIVE Modifier 8	4	4	SKILLS	MAX RANKS	12/6
WIS Wisdom	14	+2	14	+2			TOTAL	DEX MODIFIER	MISC MODIFIER			
CHA Charisma	8	-1	8	-1			BASE ATTACK Bonus +6/+1					

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS	SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Fortitude Constitution	+9	+6	+2	+1	+0	+0			Appraise	INT	1	1	0	0
Reflex Dexterity	+11	+6	+4	+1	+0	+0			Balance	DEX	8	4	2	2
Willpower Wisdom	+9	+6	+2	+1	+0	+0			Bluff	CHA	-1	-1	0	0

TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY	SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Melee ATTACK BONUS	+10/+5	+6/+1	4	0	0	0	Climb	STR	7	4	3	0
Ranged ATTACK BONUS	+10/+5	+6/+1	4	0	0	0	Concentration	CON	2	2	0	0
Grapple ATTACK BONUS	+14/+9	+6/+1	4	0	0	4	Diplomacy	CHA	7	-1	6	2

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

*Flurry of Blows								Survival	WIS	5	=	2	+	3	+	0
+12/+12/+7								Swim	STR	7	=	4	+	3	+	0
1d10+6								Tumble	DEX	9	=	4	+	5	+	0
none/x0								Use Rope	DEX	6	=	4	+	2	+	0
E								= Useable Untrained								
0'																
B																
M																
Masterwork Light Crossbow																
+11/+6																
1d8																
19-20/x2																
C																
80'																
P																
M																
Masterwork, Wood																

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE	SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
						Forgery	INT	1	1	0	0
SHIELD	TYPE	AC		CHECK	SPELL FAILURE	Gather Information	CHA	1	-1	2	0

ITEMS	AC	SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
*Bracers of Armor +2	+2	Heal	WIS	2	2	0	0
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		Hide	DEX	8	4	4	0
*Ring of Protection +1	+1	Intimidate	CHA	-1	-1	0	0
Grants +1 deflection bonus to AC		Jump	STR	18	4	0	14
		Listen	WIS	7	2	5	0
		Move Silently	DEX	8	4	4	0
		Ride	DEX	-1	4	0	-5
		Search	INT	7	1	6	0
		Sense Motive	WIS	7	2	5	0
		Spot	WIS	7	2	5	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					

AMMUNITION	Crossbow Bolts (10) (4)
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EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Alchemist's Fire (Flask)	Belt Pouch	3	1	20	Gloves of Dexterity +2 (Add to the wearers Dexterity score in the form of an enhancement bonus of +2)	Equipped	1	0.01	4000
Tanglefoot Bag	Backpack	2	4	50	Masterwork Light Crossbow (Masterwork, Wood)	Carried	1	4	335
Amulet of Mighty Fists +2 (Grants an enhancement bonus of +2 on attack and damage rolls with unarmed attacks and natural weapons)	Equipped	1	0.01	24000	Monk's Outfit	Equipped	1	2	0
Backpack	Equipped	1	2	2	Potion of Cure Light Wounds	Belt Pouch	2	0.1	50
Crossbow Bolts (10) (Steel, Wood)	Backpack	3	1	1	Belt Pouch	Equipped	1	0.5	1
Crossbow Bolts (10) (Steel, Wood)	Carried	1	1	1	Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000
Bracers of Armor +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)	Equipped	1	1	4000	Silk Rope (50')	Backpack	1	5	10
Cloak of Resistance +1 (Offer magic protection in the form of a +1 resistance bonus on all saving throws)	Equipped	1	1	1000	Sunrod	Backpack	1	1	2
Flint and Steel	Belt Pouch	1	0	1	Sunrod	Belt Pouch	1	1	2
Flurry of Blows	Equipped	1	0	0	TOTAL WEIGHT CARRIED/VALUE				30.73 lbs. 36017 gp

WEIGHT ALLOWANCE

Light	100	Medium	200	Heavy	300
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MONEY

SPECIAL ABILITIES

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, Still Mind (Ex) ~ +2 save vs. enchantment, 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

Celestial, Common, Literacy

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 Disarm	You know how to disarm opponents in melee combat
Improved Grapple	You are skilled at grappling opponents
Improved Initiative	You can react more quickly than normal in a fight
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