



Player: Scott Gray

Male Half-Elf Monk 12, Cheliox faction - CR 11

Lawful Neutral Humanoid (Elf, Human); Deity: **Asmodeus**;
Age: 29; Height: 5' 11"; Weight: 155lb.; Eyes: **Brown**; Hair:
Dark

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	13	+1	
WIS WISDOM	14	+2	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+8					
REFLEX (DEXTERITY)	+10 =	+8	+2				
WILL (WISDOM)	+12 =	+8	+2		+2		

Diamond Body (Su)	Immunity to Disease
Elven Immunities	Immunity to Poison
Elven Immunities - Sleep	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 = 10			+2					+5

Touch AC 17	Flat-Footed AC 15
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CM Bonus	BAB	Strength	Size	Misc
+17 = +9	+5	-	-	

+21 Tricking; +21 Disarming; +19 Grappling

CM Defense	BAB	Strength	Dexterity	Size
31 = 10	+9	+5	+2	-

HP	Total	Damage / Current HP
63		

Base Attack +9	Initiative +2
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Speed 30 / 70 ft

Unarmed Strike

Mainhand: **+14/+9, 2d6+5** Crit: 20/x2
Main w/ Offhand: **+8/+3, 2d6+5** Light, B, Nonlethal
Main w/ Light Off.: **+10/+5, 2d6+5**
Offhand: **+6, 2d6+2**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+17	DEX (2)	12	
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+9	STR (5)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+6	DEX (2)	1	
Fly	+2	DEX (2)	-	
Heal	+2	WIS (2)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (History)	+5	INT (1)	1	
Linguistics	+8	INT (1)	7	
Perception	+19	WIS (2)	12	
Ride	+6	DEX (2)	1	
Sense Motive	+17	WIS (2)	12	
Stealth	+17	DEX (2)	12	

Gear

Total Weight Carried: 0/400lbs, Light Load

(Light: 133lbs, Medium: 266lbs, Heavy: 400lbs)

Money <In: Dropped to Ground (1 @ 2.78 lbs)> 2.78 lbs

Monk's Outfit (Free) -

Skills

Skill Name	Total	Ability	Ranks	Temp
Survival	+14	WIS (2)	12	
Swim	+9	STR (5)	1	

Feats, Traits & Flaws

Catch Off-Guard

Proficient with improvised melee weapons. Unarmed opponents are flat-footed against your improvised weapons.

Combat Expertise +/-3

Bonus to AC in exchange for an equal penalty to attack.

Gorgon's Fist (DC 18)

Standard action: stagger a target whose speed is reduced.

Greater Dirty Trick

+2 to Dirty Trick, penalty lasts longer and takes a standard action to remove.

Greater Disarm

+2 to disarm, weapon lands 15' away.

Improved Dirty Trick

Dirty Trick at +2, without an attack of opportunity.

Improved Disarm

Disarm at +2, without an attack of opportunity.

Improved Grapple

You grapple at +2, with no attacks of opportunity allowed.

Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Improvisational Equipment

You have an uncanny knack for turning equipment to new and unexpected uses. When using an item for anything other than its intended purpose—such as using a crowbar as a grappling hook or an old shirt to bandage a deadly wound—reduce the

Monk Weapon Proficiencies

You are proficient with the Club, Crossbow (Light and Heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Sickle, Siangham and Sling.

Scorpion Style (DC 18)

Standard action: Unarmed strike also reduces target's land speed to 5'

Stunning Fist (12/day) (DC 18)

You can stun an opponent with an unarmed attack.

Threatening Defender

You know how to avoid a blow while still maintaining your offensive posture. When you use Combat Expertise, reduce the number you subtract from your melee attack rolls by 1.

Throw Anything

Proficient with improvised ranged weapons. +1 to hit with thrown splash weapons.

Special Abilities

Abundant Step (Su)

At 12th level or higher, a monk can slip magically between spaces, as if using the spell dimension door. Using this ability is a move action that consumes 2 points from his ki pool. His caster level for this effect is equal to his monk level. He cannot take

AC Bonus +5

When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a

Elf Blood

You are counted as both elves and humans for any effect relating to race.

Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

Experience & Wealth

Experience Points: 33/36

Current Cash: 112 PP, 8 GP, 9 SP, 10 CP

Chelixa: Fame: 1, PP: 1

Special Abilities

Fast Movement (+40')

At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed. By spending 1 point from his ki pool, he can increase his speed by 20 feet for 1 round.

Flurry of Blows +10/+10/+5/+5/+0 (Ex)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so he may make one additional attack using any combination of unarmed strikes or attacks with a special monk weapon (kama, nunchaku,

High Jump (+12) (Ex)

At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point

Improved Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw and half damage on a failed saving throw.

Ki Defense (Su)

A monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round.

Ki Pool (Su)

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

Ki Strike, Lawful (Su)

At 10th level, a monk's unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.

Ki Strike, Magic (Su)

At 4th level, ki strike allows a monk's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Maneuver Training (Ex)

For the purpose of calculating CMB, you add your full monk levels, rather than 3/4 of your monk levels.

Purity of Body (Ex)

At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases.

Slow Fall 60' (Ex)

At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce

Stunning Fist (Stun, Fatigue, Sicken, Stagger) (Ex)

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This

Unarmed Strike (2d6)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand

Vow of Poverty (+6 Ki)

The monk taking a vow of poverty must never own more than six possessions - a simple set of clothing, a pair of sandals or shoes, a bowl, a sack, a blanket, and any one other item. Five of these items must be of plain and simple make,

Vow of Silence (+2 Ki)

The monk must speak no words and attempt to be quiet in his actions. Accidental noises and the sounds of battle (such as the sound of a fist or weapon striking an opponent) do not affect his vow, though most monks with this vow choose their

Wholeness of Body (12 HP/use) (Su)

At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his ki pool.

Tracked Resources

Ki Pool (Su) □□□□□ □□□□□
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Stunning Fist (12/day) (DC 18) □□□□□ □□□□□
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Languages

Abyssal	Goblin
Common	Infernal
Draconic	Orc
Elven	Sylvan
Gnoll	Undercommon