



Player: Scott Gray

Male Half-Elf Monk 2, Cheliox faction - CR 1

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

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 17 | +3 | |
| 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) | +3 = | +3 | | | | | |
| REFLEX (DEXTERITY) | +5 = | +3 | +2 | | | | |
| WILL (WISDOM) | +7 = | +3 | +2 | | +2 | | |

Elven Immunities **Elven Immunities - Sleep**

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|-------------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 14 = 10 | | | +2 | | | | | +2 |

Touch AC 14 **Flat-Footed AC** 12

| CM Bonus | BAB | Strength | Size | Misc |
|----------|-----|----------|------|------|
| +4 = | +1 | +3 | - | - |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|-----|----------|-----------|------|
| 18 = 10 | +1 | +3 | +2 | - |

| Total | Damage / Current HP |
|--------------|---------------------|
| HP 13 | |

| | |
|-----------------------|----------------------|
| Base Attack +1 | Initiative +2 |
| | Speed 30 ft |

Unarmed Strike

Mainhand: +4, 1d6+3 Crit: 20/x2
Main w/ Offhand: -2, 1d6+3 Light, B, Nonlethal
Main w/ Light Off.: +0, 1d6+3
Offhand: -4, 1d6+1



| Skill Name | Total | Ability | Ranks | Temp |
|----------------------------|-------|---------|-------|------|
| Acrobatics | +7 | DEX (2) | 2 | |
| Appraise | +1 | INT (1) | - | |
| Bluff | +0 | CHA (0) | - | |
| Climb | +7 | STR (3) | 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 | |
| Perception | +8 | WIS (2) | 1 | |
| Ride | +6 | DEX (2) | 1 | |
| Sense Motive | +6 | WIS (2) | 1 | |
| Stealth | +7 | DEX (2) | 2 | |
| Survival | +3 | WIS (2) | 1 | |

Gear

Total Weight Carried: 5/260lbs, Light Load

(Light: 86lbs, Medium: 173lbs, Heavy: 260lbs)

| | |
|--|-------|
| Custom Seven Veils -- BOON -- Disguise Self, see sheet | - |
| Money | 5 lbs |
| Monk's Outfit (Free) | - |
| You Be Goblin! -- BOON -- +2 Bluff Diplomacy Sense | - |

Skills

| Skill Name | Total | Ability | Ranks | Temp |
|-------------|-----------|---------|-------|------|
| Swim | +7 | STR (3) | 1 | |

Feats, Traits & Flaws

Catch Off-Guard

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

Combat Expertise +/-1

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

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.

Stunning Fist (2/day) (DC 13)

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

AC Bonus +2

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.

Flurry of Blows +0/+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, quarterstaff, sai,

Low-Light Vision

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

Stunning Fist (Stun) (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 condition replaces

Unarmed Strike (1d6)

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 attack for a

Tracked Resources

Stunning Fist (2/day) (DC 13)

Languages

Common

Goblin

Experience & Wealth

Experience Points: 4/6

Current Cash: 212 PP, 19 GP, 9 SP, 10 CP

Cheliax: **Fame: 5, PP: 5**

Languages

Elven