

Anya		Jack Banes			Lawful Neutral
NAME		PLAYERNAME		DEITY	ALIGNMENT
Mnk1	0	Half-Elf (Keleshite)	Medium	5' 3"	109 lbs.
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT
1	1300	17	Male	Violet	Black, Tied back
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	13	+1	13	+1	13	+1
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	12	+1	12	+1	12	+1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
8				Walk 30 ft.

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
17	17	14	17	10	0	0	2	0	0	4		0	+0	0

INITIATIVE modifier	+4	=	+2	+	+2
TOTAL			DEX MODIFIER		MISC MODIFIER

BASE ATTACK bonus	+0
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS			1/1 MISC MODIFIER
				RANKS			
✓ Acrobatics	DEX	9	=	2	+	1.0	+ 6
✓ Appraise	INT	1	=	1	+		+
✓ Bluff	CHA	1	=	1	+		+
✓ Climb	STR	0	=	0	+		+
✓ Craft (Untrained)	INT	1	=	1	+		+
✓ Diplomacy	CHA	6	=	1	+	1.0	+ 4
✓ Disguise	CHA	1	=	1	+		+
✓ Escape Artist	DEX	2	=	2	+		+
✓ Fly	DEX	2	=	2	+		+
✓ Heal	WIS	4	=	4	+		+
✓ Intimidate	CHA	6	=	1	+	1.0	+ 4
✓ Perception	WIS	10	=	4	+	1.0	+ 5
✓ Perform (Untrained)	CHA	1	=	1	+		+
✓ Ride	DEX	2	=	2	+		+
✓ Sense Motive	WIS	8	=	4	+	1.0	+ 3
✓ Stealth	DEX	6	=	2	+	1.0	+ 3
✓ Survival	WIS	4	=	4	+		+
✓ Swim	STR	0	=	0	+		+

✓: can be used untrained. x: exclusive skills. *: Skill Mastery.

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+2	+2	+0	+0	+0	+0		
REFLEX (dexterity)	+4	+2	+2	+0	+0	+0		
WILL (wisdom)	+6	+2	+4	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+0	+0	+0	+0	+0	+0	
RANGED attack bonus	+2	+0	+2	+0	+0	+0	
CMB attack bonus	+0	+0	+0	+0	+0		
Offense	+0	+0	+0	+0	+0		
Defense	17	17	17	17	17		

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+0	1d6	20/x2	5 ft.

	Kama		HAND	TYPE	SIZE	CRITICAL	REACH
	To Hit	Dam					
1H-P	+0	1d6	Carried	S	M	20/x2	5 ft.
1H-O	-4	1d6	2W-P-(OH)			-6	1d6
2H	+0	1d6	2W-P-(OL)			-4	1d6
			2W-OH			-8	1d6

Special Properties: May be used to perform a flurry of blows (pg. 145)

	Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
	To Hit	Dam					
	+0	1d6	Carried	B/B	M	20/x2	5 ft.
						1d6	

Special Properties: May be used to perform a flurry of blows (pg. 145)

	Siangham		HAND	TYPE	SIZE	CRITICAL	REACH
	To Hit	Dam					
1H-P	+0	1d6	Carried	P	M	20/x2	5 ft.
1H-O	-4	1d6	2W-P-(OH)			-6	1d6
2H	+0	1d6	2W-P-(OL)			-4	1d6
			2W-OH			-8	1d6

Special Properties: May be used to perform a flurry of blows (pg. 145)

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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STUNNING FIST
Uses per day <input type="checkbox"/>

*Flurry of Blows				
HAND	TYPE	SIZE	CRITICAL	REACH
Equipped	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE	
-1/-1			1d6	
Special Properties				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack <small>10 lbs., 1 Bedroll, 5 Rations (Trail/Per Day), 1 Waterskin</small>	Equipped	1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Kama <small>May be used to perform a flurry of blows (pg. 145)</small>	Carried	1	2.0	2.0	
Monk's Outfit	Equipped	1	2.0	0.0	
Quarterstaff	Carried	1	4.0	0.0	
Rations (Trail/Per Day) □□□□□	Backpack	5	1.0 (5.0)	0.5 (2.5)	
Siangham <small>May be used to perform a flurry of blows (pg. 145)</small>	Carried	2	1.0 (2.0)	3.0 (6.0)	
Waterskin <small>0 lbs.</small>	Backpack	1	0.0	1.0	
Flurry of Blows	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			22 lbs. 13.6 gp		

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

SPECIAL ATTACKS	
Flurry of Blows (Ex)	You can make a flurry of blows as a full-attack action. When doing so, you may make one additional attack using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting feat. For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.
Stunning Fist (Ex)	You gain Stunning Fist as a bonus feat.

SPECIAL QUALITIES	
AC Bonus (Ex)	When unarmored and unencumbered, you add +4 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.
Adaptability (Ex)	Half-elves receive Skill Focus as a bonus feat at 1st level.
Elf Blood (Ex)	Half-elves count as both elves and humans for any effect related to race.
Elven Immunities (Ex)	Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
Immunity to Magical Sleep (Ex)	You are never subject to magic sleep effects.
Keen Senses (Ex)	Half-elves receive a +2 bonus on Perception skill checks.
Multitalented (Ex)	Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

FEATS	
Dodge	Your training and reflexes allow you to react swiftly to avoid an opponent's attack.
Skill Focus (Acrobatics)	You are particularly adept at your chosen skill.
Improved Unarmed Strike	You are skilled while fighting unarmed.
Deflect Arrows	You can know arrows and other projectiles off course, preventing them from hitting you.
Stunning Fist	You know just where to strike to temporarily stun a foe. 1/day (DC 14)

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Flurry of Blows, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shortspear, Shuriken, Siangham, Sling, Spear, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike	

LANGUAGES	
Common, Elven, Gnome, Kelesh	

TEMPLATES	