

Ariel Tanawa

Jay

Character Name

Player

Monk

Human

Class

Race

Alignment

Deity

1

Medium

Female

5'10"

145 lb

Black

Green

Level

Size

Gender

Height

Weight

Hair

Eyes

Ability name	Ability score	Ability mod	Temp score	Temp mod
STR	14	2		
Muscle	16	3		
Stamina	12	1		
DEX	14	2		
Aim	12	1		
Balance	16	3		
CON	13	1		
Fitness	12	1		
Health	14	2		
INT	12	1		
Knowledge	10	0		
Reason	14	2		
WIS	12	1		
Intuition	14	2		
Will	10	0		
CHA	13	1		
Appearance	12	1		
Influence	14	2		
FEA	11	0		
Luck	10	0		
Soul	12	1		
TAINT	0			
Corruption	0			
Depravity	0			
MA	74	PA	15	

HP	Total		Wounds/current hp			Sun damage		Speed	30	
AC	19	=10+	4+	3+	+	+	+	+	2	
		Total	Armor bonus	Dex Modifier	Size Modifier	Natural Armor	Deflection Bonus	Misc. Modifier		

Touch	15	Flat-Foot	16	Initiative	=	+
		Total	Dex Modifier	Misc. Modifier		

Fortitude	4 =	2+	2+	+		Spell Resistance
Reflex	5 =	2+	3+	+		
Will	2 =	2+	0+	+		
		Total	Base Save	Ability Modifier	Magic Modifier	Misc. Modifier

Grapple	7	=0	+3	+	+4	Base Attack	+0
		Total	Base Attack	Ability Modifier	Size Modifier	Misc. Modifier	

SANITY	60					
		Key Ability	Total	Ability Modifier	Ranks	Misc. Modifier

FEATS

- Improved Unarmed Strike
- Improved Grapple
- Sacred Vow
- Vow of Poverty
- Nimbus of Light

EQUIPMENT

	Wt.
Backpack	2
- Rations (1 Day)	1
- Soap	1
- Waterskin	4
Simple Robes	3
(2) Sai	2
1/4 Staff (Walking Stick)	4

<input type="checkbox"/>	Appraise	(Rea+Int)/2	2	2		
<input type="checkbox"/>	Autohypnosis					
<input checked="" type="checkbox"/>	Balance	Balance	3	3		
<input type="checkbox"/>	Bluff	Influence	2	2		
<input checked="" type="checkbox"/>	Climb	(Muscle+Bal)/2	3	3		
<input checked="" type="checkbox"/>	Concentration	(Will+Fitness)/2	0	0		
<input type="checkbox"/>	Craft ()					
<input type="checkbox"/>	Decipher Script	(Intu+Reas)/2				
<input checked="" type="checkbox"/>	Diplomacy	Influence	5	2	1	2
<input type="checkbox"/>	Disable Device	(Intu+Dex)/2				
<input type="checkbox"/>	Disguise	Influence	2	2		
<input checked="" type="checkbox"/>	Escape Artist	Dex	3	2	1	
<input type="checkbox"/>	Forgery	(Intu+Inf)/2	2	2		
<input type="checkbox"/>	Gather Information	Influence	2	2		
<input type="checkbox"/>	Handle Animal					
<input type="checkbox"/>	Heal	(Intu+Know)/2	1	1		
<input checked="" type="checkbox"/>	Hide	Balance	6	3	3	
<input type="checkbox"/>	Intimidate	Inf or Must	3	3		
<input checked="" type="checkbox"/>	Jump	Muscle	3	3		
<input checked="" type="checkbox"/>	Knowledge (Arcana)	Knowledge				
<input checked="" type="checkbox"/>	Knowledge (Origin)	Knowledge	1	0	1	
<input type="checkbox"/>	Knowledge ()					
<input checked="" type="checkbox"/>	Listen	Intuition	5	2	3	
<input checked="" type="checkbox"/>	Move Silently	Balance	6	3	3	
<input type="checkbox"/>	Open Lock					
<input checked="" type="checkbox"/>	Perform ()					
<input checked="" type="checkbox"/>	Profession ()					
<input type="checkbox"/>	Psicraft					
<input type="checkbox"/>	Ride	Balance	3	3		
<input type="checkbox"/>	Search	Reason	3	2	1	
<input checked="" type="checkbox"/>	Sense Motive	Intuition	4	2	2	
<input type="checkbox"/>	Sleight of Hand					
<input type="checkbox"/>	Spell Craft					
<input checked="" type="checkbox"/>	Spot	Intuition	5	2	3	
<input type="checkbox"/>	Survival	(Intu+Know)/2	2	1	1	
<input checked="" type="checkbox"/>	Swim	(Sta+Fit)/2	1	1		
<input checked="" type="checkbox"/>	Tumble	Balance	7	3	4	
<input type="checkbox"/>	Use Magic Device					
<input type="checkbox"/>	Use Psionic Device					
<input type="checkbox"/>	Use Rope	(Dex+Rea)/2	2	2		
<input type="checkbox"/>	Lang: Imperial	Intelligence	5	1	4	
<input type="checkbox"/>	Lang: Alterian	Intelligence	5	1	4	

WEAPON GROUP

- Monk Weapons
- Basic Weapons

Weapon	Attack Bonus	Damage	Critical
Unarmed	+1/+1	1D6 + 3	20X 2

Range	Type	Special Properties
	Bludgeoning	

Weapon	Attack Bonus	Damage	Critical
(2) Sai	+1	1D4 + 3	20X 2

Range	Type	Special Properties
10	Bludgeoning	

OTHER NOTES	MONEY
2 on Diplomacy/Sense Motive vs Assend	9 Marks
Donated 38 Marks	

BACKGROUND

Background description area with multiple lines for text entry.