

Name Ariel Tanawa					28	28	
Abilities							
Score		Modifier		HP	Alt HP	Dam.	
Strength	14	14	+2	+2	Classes		
Muscle	16	16	+3	+3	Monk (Denying Stance)		
Stamina	12	12	+1	+1	Levels		
Dexterity	14	14	+2	+2	3		
Aim	12	12	+1	+1	Experience Points		
Balance	16	16	+3	+3	Total:		
Constitution	(13)12	(13)12	+1	+1	To next Level:		
Health	(12)11	(12)11	+0	+0	Level Adjustments		
Fitness	(14)13	(14)13	+1	+1	Racial:		
Mobility	12	12	+1	+1	Special:		
Speed	14	14	+2	+2	TAINT		
Movement	10	10	+0	+0	Corruption:	Depravity:	
Intelligence	12	12	+1	+1	0	0	
Knowledge	10	10	+0	+0	Sanity: 60		
Reasoning	14	14	+2	+2	Insanity: 3 ±0		
Wisdom	12	12	+1	+1	Affinities		
Intuition	14	14	+2	+2	Psychic	Mystic	
Willpower	10	10	+0	+0	15%	74%	
Charisma	13	13	+1	+1			
Influence	14	14	+2	+2			
Phys. Beauty	12	12	+1	+1			
Fëa	11	11	+0	+0			
Soul	12	12	+1	+1			
Luck	10	10	+0	+0			

Base Attack Scores					
Base	Muscle	Size	Misc / Epic	Base Bonus	Base Melee Attack Progression
+2	+3	+0	+0	+0	+5
Base	Aim	Size	Misc / Epic	Base Bonus	Base Ranged Attack Progression
+2	+1	+0	+0	+0	+3

Weapons, Armor, Shields & Other Protection					
Armor Name		AC Bonus	Max Dex to AC	Check Penalty	Spell Failure
Vow of Poverty		+5	/	-0	00%
Other Properties (Masterwork / Magical / Psionic)					Top Speed
Divine Force Effect, not Deflection					30 ft.
Absorb Rate	0S; 0P; 0B 0HP; Hit Range: 15+				
Shield Name		AC Bonus	Check Penalty	Spell Failure	
None		+0	-0	00%	
Other Properties (Masterwork / Magical / Psionic)					Top Speed
					30 ft.
Absorb Rate	0S; 0P; 0B 0HP; Hit Range: 10+				
Deflection	Magic / Psionic	Insight / Luck	Other	Profane/Sacred	Natural
+0	+0	+0	+0	+0	+0

Weapon Name		Melee Attack Progression		Damage
Unarmed Attack		+5		1d6+3
Attack B	Damage B	Special B	Flurry Attack Progression	
+0	+0	+0	+3/+3	
Other Properties (Masterwork / Magical / Psionic)				Crit Range / Multiplier
				20/x2
Type				Range
				P/S/B No

Weapon Name		Melee Attack Progression		Damage
Sai		+5		1d4+3
Attack B	Damage B	Special B	Ranged Attack Progression	
+0	+0	+0	+3	
Other Properties (Masterwork / Magical / Psionic)				Crit Range / Multiplier
				20/x2
Type				Range
Bludgeon				10'

Psionics					
PPE Cost	Display	Power Name			
0					
Total PPE	PPE Used	Surge Bonus			
0					

Player Jay						
	Total	Base	Abil	Misc	Epic	Magic
Armor Cl	19	10	+2+2	+0	+0	+5
Fortitude	+5	+3	+2			
Reflex	+6	+3	+3			
Will	+5	+3	+2			
Soul	+4	+3	+1			
Initiative	+2		+2			

Movement & Encumbrance				
Weight	Move	Category	Max Dex	Check P
76	40	Light	-	-
153	30	Medium	+3	-3
230	20	Heavy	+1	-6
460	5	Lift	+0	*
1,150	15	Push	*	*

Special Qualities / Abilities	
Human: +1 Skill Point/Level	
+2 Divine bonus on Diplomacy checks vs. Ascended Beings	

Skills				
Skill Name	Total	Rank	Abil	Mod
Applied Science ()	+0	0	Know	+0
Appraise	+2	0	Re/Inu	+2
Assense	+2	0	Intuition	+2
Autohypnosis	+0	0	Will	+0
Balance	+5	0	Balance	+3+2
Bluff	+2	0	Influence	+2
Bureaucracy (cc)	-1	0	Inf+Soc	+2-3
Climb	+3	0	Mus/Bal	+3
Concentration	+0	0	Will	+0□
Craft (Sketch)	+2	0	Reas	+2
Craft ()	+0	0	Varies	+0
Decipher Script	+2	0	Inu/Rea	+2
Diplomacy	+3	1	Inf+Soc	+2+0
Disable Device	+2	0	Inu/Dex	+2
Disguise	+2	0	Inf/Rea	+2
Engineering	+2	0	Reason	+2
Escape Artist	+3	1	Dexterity	+2
First Aid	+1	0	Inu/Kno	+1
Forgery	+2	0	Inf/Int	+2
Gather Information	+2	0	Infl	+2
Handle Animal	+2	0	Infl	+2
Hide	+6	3	Balance	+3
Intimidate	+0	0	Varies	+0
Jump	+5	0	Muscle	+3+2
Knowledge (Arcana)	+2	2	Know	+0
Knowledge (Origin)	+2	2	Know	+0
Listen	+5	3	Intuition	+2
Move Silently	+6	3	Balance	+3
Nautical	+2	0	Intu/Reas	+2
Open Lock	+2	0	Dx/Rea	+2
Perform ()	+0	0	Varies	+0
Profession ()	+0	0	Vaires	+0
Psicraft	+2	0	Reason	+2
Read Lips	+2	0	Intuition	+2
Ride	+3	0	Balance	+3
Sery	+2	0	Reason	+2
Search	+3	1	Reason	+2
Sense Motive	+4	2	Intuition	+2
Slight of Hand	+2	0	Dexterity	+2
Spellcraft	+2	0	Re or Inf	+2
Spot	+7	5	Intuition	+2
Survival	+3	2	Intu/Kno	+1
Swim	+1	0	Stam/Fit	+1
Tumble	+11	6	Balance	+3+2
Use Magical Device	+2	0	Influence	+2
Use Psionic Device	+2	0	Influence	+2
Use Rope	+1	0	Dex/Kno	+1
Use Scientific Apparatus	+2	0	Reason	+2

Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	00	
1	Ability 4	00	
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Wand of Spell Name	00	50
1	Wand of Spell Name	00	50
1	Wand of Spell Name	00	50

Game Notes

Admin= Eldilmin, 2nd = Joseph, Guard = Eric.
Face in Lake Dream = Face Looking from Lake-Travel to Tannis Faces of the dead

Donated 43Mk

Vow of Poverty: To fulfill your vow, you must not own or use any material possessions, with the following exceptions: You may carry and use ordinary simple weapons (neither masterwork nor otherwise enhanced), usually just a quarterstaff which also serves as a walking stick. You may wear simple clothes (usually a homespun robe, possibly including a hat and sandals). You may carry enough food to sustain yourself for one day in a simple non-enhanced sack or bag. You may carry a simple spell component pouch. You may not use any magical item of any sort, though you may benefit from their use on you, such as an ally administering a potion of healing to you when you are injured. If you break your vow, you immediately lose any benefits of the Vow of Poverty feat, and any other feats associated with it or to which it is a pre-requisite. You may not take another feat to replace it, nor may you regain it.

MP	Total	Expended
Energy	0	0
Prepared Spell Slots		
0		
0		
0		
1		
Spells Known		
0	<i>Read Magic</i>	1MP
0	<i>Detect Magic</i>	1MP
1		1MP
1		1MP
1		1MP
2		1MP
3		1MP