		Ariel T	1 <i>bili</i>					- 28	2	8		
			core	iics		Modifi	er	HP	Alt	HP	Dam.	
Stre	ngth	14		14	+2		+2		Clas			
Muscle		16		16	+3	_	+3	X				
Stamina 12			12	+)	!	+1	Mor	Monk (Deny		tance)		
Dexterity 14			14	+2				Levels				
	Aim	12		12	+)		+1		3	-		
Ba Constitu	lance	<i>16</i> (13)12	(1	<i>16</i> 3)12	+;		+3 +1	E	-			
	luion Iealth	(13)12 (12)11		<u>3)12</u> 12)11	+.		$\frac{+1}{+\theta}$		Experience Points Total:			
Fitness (14)13			14)13	+		+1	To next 1	Level:				
		12	12		+	1	+1		Level Adjustments		ents	
	Speed	14		14	+2		+2	Racial:				
Move		10		10	+(+0	Special:	T 4 1	NT		
Intellig Know		12 10		12 10	+ ($+1 + \theta$	Corru	TAI		pravity:	
Rease		10		10	+(+0 +2	Corruj		De	0	
	dom	12		12	+		+1	Ű		1		
Inti	uition	14		14	+2		+2	- Nan	ıty:		60	
Willp		10		10	+(+0	Insa	nitv.	3	±θ	
Char		13		13	+		+1		•			
Influ Phys. B	uence	<u>14</u> 12		<u>14</u> 12	+2		+2 +1		Affin	nities		
ritys. B	Fëa	12		12	+)		+1+0	Psyc			lystic	
	Soul	12		12	+	•		5			2	
	Luck	10		10	+(+0	- 15	70	/	4%	
						ack Sco						
Base	Mus		Size			Base Bo	nus	Base Mele	_	Prog	ression	
			$\frac{+0}{Size}$		+0	+0	MUS	Rasa Par-	+5	h Duas	rassian	
+2 $+1$ $+0$					+0	Base Bo +0	nus	buse Kung	Base Ranged Attack Progression +3			
· 4		-				v	Oth an	Protection	-			
A	rmor N		pons	, Armo AC B			Diner Dex to A			Spe	ll Failure	
	of P	overty		+;	5 / -0						00%	
	(Other Prop		(Masterwork / Magical / Psionic)							p Speed	
		Divine			,						30 ft.	
Absorb Ra	ite	<u> </u>		0P; 01	B OHP	; Hit R				~	11 F 11	
		Shield Nat	me				Bonus +0		Check Penalty -0		<i>ll Failure</i>	
		None Other Prop	erties	(Master	work / A				,		00% p Speed	
		1 rop					- 5.5114			30 ft.		
Absorb Ra	ate		0S:	0P; 01	B OHP	; Hit R	ange:	10+				
Deflection		Magic / Psi	onic	Insight / Luck Other			Profane		Ι	Natural		
+0		+0		+	0	-	+0	+()		+0	
	eapon				Melee .	Attack Pi	rogress	ion		Damo		
	Unarmed Attack +5							•	1d6+3 Crit Range / Multiplier			
							<u>/ nge/</u> 20/2					
V	•	r Propertie	~	sterwork	k / Magi		-		Туре	- 01-	Range	
									P/S/		No	
We	eapon 1	Name			Melee .	Attack Pi	rogress	ion		Damo	ige	
Sai +5 1d4+3								+3				
Attack B Damage B Special B Ranged Attack Progression Crit Range / Multip 10 10 12 20/-2								Multiplier				
+0	+0	+(er Propertie	•	stomusel	Man	+3	nia		<i>T</i>	20/2		
	Otne	r Fropertie	-s (1 /1 a	sterwork	/ magi	cui / PSl0	mic)		<i>Type</i> Bludg		<i>Range</i> 10'	
					Dai	niec			Druug	.011	10	
PPE Cost	Displa	W			PSl	onics Po	wer Na	me				
	pipic	5				10	WOLING					
0												
-												
0												
	PPE		PPE U	Jsed						Surge	e Bonus	

	_	Tota	l B	ase	Abi	il Mise	c <u>Ep</u>	ic N	lag <u>ic</u>	
Armo				0	+2+			-	+5	
Fortit				+3	+2	2				
	flex		4	+3	+3	5				
	Will			+3	+2					
	Soul			+3	+1					
			1	-3	-					
Initia					+2					
Мо	vem	en	t d	e E	Enc	umb	ran	ice		
Weight	Mo				ory	Max.	Dex	Che	ck P	
76	40	_		Lig		-		-	-	
153	30	_		ledi		+2			3	
230 460	20	'	ŀ	Hear Lif		+		-6 *		
1,150	5 15			Pus		+()		*	
,	-					/ Ab	• 1 • .			
Human: +1 +2 Divine b Beings					cy cł	necks v	rs. As	scend	ed	
			S	ki	lls					
	Nam			То	tal	Rank	A		Mod	
Applied Sci	ience	()		0	0		ow	+0	
Appraise					•2 •2	0		Inu	+2 +2	
Assense Autohypno	sis				-0	0		itiion 'ill	+2 +0	
Balance	~**				-5	0			+3+2	
Bluff					2	0		ience		
Bureaucrac	y (cc)]		1	0		-Soc		
Climb Concentrati	ion				-3 -0	0		/Bal /ill	+3 +0	
Craft (Sket					-0 -2	0		eas	+0 +2	
Craft ()				-0	0		ries	+0	
Decipher S					-2	0	Inu/	Rea	+2	
Diplomacy					3	1			+2+0	
Disable De Disguise	vice		_		-2 -2	0		Dex Rea	+2 +2	
Engineering	g				-2	0		ISON	+2	
Escape Arti					-3	1	Dext	terity		
First Aid				+	-	0		Kno		
Forgery Gather Info	rmeti	20			-2 -2	0		/Int	+2	
Gather Info Handle Ani		л		+	-	0		n fl nfl	+2 +2	
Hide					-6	3	11	ance		
Intimidate				+	-0	0	Va	ries	+0	
Jump	(1				-5	0		scle	+3+2	
Knowledge Knowledge					-2 -2	2		ow	$^{+0}_{+0}$	
Listen	Ong	,)			-5	3		ition	-	
Move Silen	tly				-6	3	Bala	ance	+3	
Nautical					-2	0		Reas		
Open Lock Perform ()	_		-2 -0	0		Rea	+2 +0	
Profession (())		-0	0		ries ires	+0 +0	
	\		_		-2	0		ison	+2	
PSICTAIT					-2	0		ition		
Read Lips					2			ance	+3 +2	
Read Lips Ride			_		3	0				
Read Lips Ride Scry				+	-2	0	Rea	ison		
Read Lips Ride Scry Search	ve			+++		-	Rea Rea		+2	
Read Lips Ride Scry Search Sense Moti Slight of Ha				+++++++++++++++++++++++++++++++++++++++	-2 -3 -4 -2	0 1 2 0	Rea Rea Intu Dext	ison ison ition terity	+2 +2 +2	
Read Lips Ride Scry Search Sense Moti Slight of Ha Spellcraft				+ + + + + + +	-2 -3 -4 -2 -2	0 1 2 0 0	Rea Rea Intu Dext	ison ison ition terity or Inf	+2 +2 +2 +2	
Psicraft Read Lips Ride Scry Search Sense Moti Slight of Ha Spellcraft Spot				+++++++++++++++++++++++++++++++++++++++	-2 -3 -4 -2 -2 -7	0 1 2 0 0 5	Rea Intu Dext Re o Intu	ison ison ition terity or Inf ition	+2 +2 +2 +2 +2 +2	
Read Lips Ride Scry Search Sense Moti Slight of Ha Spellcraft Spot Survival				+++++++++++++++++++++++++++++++++++++++	-2 -3 -4 -2 -2 -7 -7 -3	0 1 2 0 0 5 2	Rea Rea Intu Dext Re o Intu Intu	ison ison ition terity or Inf ition /Kno	+2 +2 +2 +2 +2 +2 +1	
Read Lips Ride Scry Search Sense Moti Slight of Ha Spellcraft Spot Survival Swim				+++++++++++++++++++++++++++++++++++++++	-2 -3 -4 -2 -7 -7 -3 -1	0 1 2 0 0 5 2 0	Rea Rea Intu Dext Re c Intu Intu Stan	ison ison ition terity or Inf ition /Kno n/Fit	+2 +2 +2 +2 +2 +1 +1	
Read Lips Ride Scry Search Sense Moti Slight of Ha Spellcraft Spot Survival Swim Tumble	and	ice		+++++++++++++++++++++++++++++++++++++++	-2 -3 -4 -2 -7 -7 -3 -1	0 1 2 0 0 5 2	Rea Rea Intu Dext Re o Intu Intu Stan Bala	ison ison ition terity or Inf ition /Kno n/Fit	+2 +2 +2 +2 +2 +1 +1	
Read Lips Ride Scry Search Sense Moti Slight of Ha Spellcraft Spot Survival Swim Tumble Use Magica	and al Dev			+++++++++++++++++++++++++++++++++++++++	-2 -3 -4 -2 -2 -7 -3 -1 11 -2 -2	0 1 2 0 0 5 2 0 6	Rea Intu Dext Re co Intu Intu Stan Bala Influ	ison ition terity or Inf ition /Kno n/Fit ance ience	+2 +2 +2 +2 +1 +1 +1 +3+2 +2 +2 +2 +2	
Read Lips Ride Scry Search Sense Moti Slight of Ha Spellcraft Spot Survival Swim	and al Dev c Devi	ce		+++++++++++++++++++++++++++++++++++++++	-2 -3 -4 -2 -2 -7 -7 -3 -1 11 -2	0 1 2 0 0 5 2 0 6 6 0	Rea Intu Dext Re o Intu Intu Stan Bala Influ Dex	ison ison ition terity or Inf ition /Kno n/Fit ance	+2 +2 +2 +2 +1 +1 +1 +3+2 +2 +2 +2 +2	

Player Jay

Normal (I	Money										
Item Name	#	Lbs	Tot	Item Name	#	Lbs	Tot	Marks Dre		Koji	Aros
Canvas Sack								Stored 2000	0	0	0
Rations (1 day)								Local 8	0	0	0
Soap								0	0	0	0
Waterskin								Other V	aluahl	es	
Simple Robes								Item			Subtotal
Dagger	2							Large Mark Coin	200 5m	k ea	1000
Quarter-Staff	1										
Rope belt											
Full-body-tattoo											
Sandals											
									ables T		0 Mk
								G	rand T	otal	0 Mk
								Lang	uages		
								Language Name	Tot+	Ranks	Int+
								Imperial	+5	4	+1
								Legal	+0	0	+0
								Mystic	+0	0	+0
					-			Alterran (Ori)	+5	4	+1
					-			Tarana (Orient)	+0	0	+0
								OPEN SLOT	+0	0	+0
								Feats & Cla	uss For	turos	<u> </u>
Total Weig	ht		0	Total Weight			0	Starting Skill I			
		I / P	Sint	nic / Artifact) Equipment				Racial Able I			
Item Name	uzicu		5101	Special Powers	ŧ]]	Lbs [Total	Weapon Group: Basi		,	
								Weapon Group: Mon			
								weapon Gloup. Mon	IK		
								Armor Group: None			
								Timor Group. None			
								Improved Unarmed S	Strike		
				Total V	Wei	ght		Improved Grapple	<i>ounc</i>		
Person	al Int	form	atic	on & Other Statistics				Skill Bonus (+2) to T	umble		
Race	Gender		A		Mar	rital S	status	Sacred Vow			
Human	F		2			Singl		Vow of Poverty			
Eye Color Hair Color		cial S		Soc. Stat Mod Soc. Rank		rth Ro		Stigmata			
Green Black	Ascet					? of	?	Combat Reflexes			
Mother (Profession)	Fathe	r (Pro	jessio	n) Place of Origin	n			Evasion			
Notes					7	Note	26	Force of Reason (use F	Reas mod	for Will s	saves)
			V	V I I I I I I I I I I I I I I I I I I I				Versatile Strike			
Pathos Ed				X A A A A A A A A A A A A A A A A A A A		euti					
Ethos			X	X	1	euti	ral				
Cohort / An	imal	Con	npar	iion / Controlled Undead							
Name		1	ype (2	Subtype) HD Hp	AC	C/t/T	Ff				
Attack /	Full At	tack		Movement (Burr	ow/F	ly/Sw	tim)				
		Atta	cke (s	Damage)							
		Aud	ins (a	Dunnig()				T			
	S	pe <u>c</u> ial	Attac	ks / Qualities				Learning			

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

/IP	Total	Expended					
nergy	0	0					
Prepared Spell Slots							
Spells Known							
Read	l Magic	1MP					
Dete	ct Magic	1MP					
		1MP					
		1MP					
		1MP					
		1MP					
		1MP					
	P Read	Prepared Spe					