

Jaya

Pete



Mnk6	Human	Lawful Neutral	Majere
CLASS	RACE	ALIGNMENT	DEITY
6	Medium	21	Male
LEVEL	SIZE	AGE	GENDER
16049	21000	4951	
Current XP	XP for Next Level	XP Remaining	In Game XP Gained

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	HP	AC	INITIATIVE	BASE ATTACK	SPEED
STR	15	+2			31	18	3	+4	50
DEX	17	+3				15			
CON	8	-1				18			
INT	12	+1							
WIS	18	+4							
CHA	12	+1							

HP HIT POINTS: 31
AC ARMOR CLASS: 18 (15 Flat Footed, 18 Touch AC) = 10 (Base) + 0 (Armor Bonus) + 0 (Shield Bonus) + 3 (Dex Bonus) + 0 (Size Bonus) + 0 (Natural Armor) + 5 (Misc Bonus)
INITIATIVE MODIFIER: 3 = 3 (Total) + 0 (Misc Modifier)
BASE ATTACK BONUS: +4
SPEED: 50

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
Fortitude Con	4	5	-1	0	0		
Reflex Dex	8	5	3	0	0		
Will Wis	9	5	4	0	0		

SKILLS

Max Ranks **9/4.5**

- SKILL NAME
- Appraise
 - Balance *
 - Bluff
 - Climb *
 - Concentration
 - Craft ()
 - Craft (Tattoo)
 - Diplomacy
 - Disguise
 - Escape Artist *
 - Forgery
 - Gather Information
 - Heal
 - Hide *
 - Intimidate
 - Jump *
 - Listen
 - Literacy
 - Move Silently *
 - Perform
 - Ride
 - Scry
 - Search
 - Sense Motive
 - Spot
 - Swim **
 - Tumble *
 - Use Rope
 - Wilderness Lore

KEY	ABILITY	TOTAL	RANKS	ABILITY MODIFIER	MISC MODIFIER
Int	1	=		+ 1	
Dex	8	=	3	+ 3	+ 2
Cha	2	=	1	+ 1	
Str	3	=	1	+ 2	
Con	4	=	5	+ -1	
Int	-1	=		+ 1	+ -2
Int	4	=	3	+ 1	
Cha	7	=	6	+ 1	
Cha	1	=		+ 1	
Dex	5	=	2	+ 3	
Int	1	=		+ 1	
Cha	1	=		+ 1	
Wis	4	=		+ 4	
Dex	3	=		+ 3	
Cha	1	=		+ 1	
Str	7	=	3	+ 2	+ 2
Wis	7	=	3	+ 4	
	0	=		+ 0	
Dex	8	=	5	+ 3	
Cha	1	=		+ 1	
Dex	4	=	1	+ 3	
Int	1	=		+ 1	
Int	1	=		+ 1	
Wis	6	=	2	+ 4	
Wis	8	=	4	+ 4	
Str	-4	=		+ 2	+ -6
Dex	8	=	5	+ 3	
Dex	3	=		+ 3	
Wis	5	=	1	+ 4	

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
+6	=	4	+ 2	+ 0	+ 0	
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
+7	=	4	+ 3	+ 0	+ 0	

Unarmed	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6 / 3	1d8+2	x2
+2 Quarterstaff	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8	1d6+5	x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	0 lb.	Bludgeoning	Tiny	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	4 lb.	Bludgeoning	Large	

Skills marked with ■ can be used untrained.
 * armor check penalty, if any, applies.
 ** -1 per 5 lb. of gear

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CAMPAIGN

CHARACTER

EQUIPMENT

ITEM	QTY	WT.	ITEM	QTY	WT.
+2 Quarterstaff	1	4.0 lbs	Ring: Force Shield	1	.0 lbs
Potion: Ghoul Touch (4)	1	.0 lbs	Rations, trail (per day)	21	21.0 lbs
Potion: Reduce	1	.0 lbs	Satchel	1	.5 lbs
Traveler's outfit	1	5.0 lbs			
1 - 66 lbs	67 - 133 lbs	134 - 200 lbs	TOTAL WEIGHT CARRIED		30.0 lbs
LIGHT LOAD:	MEDIUM LOAD:	HEAVY LOAD:			

MONEY

CP - 17	GP - 4
SP - 4	PP -

FEATS

Dodge
Honor-Bound
Mobility
Blind-Fight
Deflect Arrows
Improved Trip

LANGUAGES

Common, Draconic

SPECIAL ABILITIES

Monk Class Features

AC Bonus
Flurry of Blows
Monk Fast Movement
Monk weapon proficiencies
Evasion
Stunning Attack
Unarmed Strike
Deflect Arrows
Still Mind
Slow Fall (30 ft.)
Purity of Body
Improved Trip

Personal History

Orphaned at a young age, he was sent to a nearby monastery in the hope that he would not become embroiled in the same strife that stole his parents. For a time, it seemed this dream would be a reality. Unfortunately, the gods apparently had another plan. During the war to defeat the Dark Queen, her marauding armies came to the doorstep of the monastery and destroyed it. He, fortunately, was meditating in the surrounding forests and escaped the carnage. His psyche, however, was changed forever. He continues to seek enlightenment, perhaps even immortality, but can no longer ignore the affairs of the world. He knows all too well that they have an effect on him whether he acknowledges their presence or not. Now, he offers scouting services to the armies of light, able to travel unnoticed to places where individuals dressed in heavy armor and bearing weapons cannot.