

# Roland

Character Name

Monk 1

CLASS

1 (1)

Character Level (CR)

0 / 1000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	18		+4		
<b>DEX</b> Dexterity	13		+1		
<b>CON</b> Constitution	15		+2		
<b>INT</b> Intelligence	10		+0		
<b>WIS</b> Wisdom	16		+3		
<b>CHA</b> Charisma	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
<b>FORTITUDE</b> (constitution)	+4	+2	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+3	+2	+1	+0	+0	+0		
<b>WILL</b> (wisdom)	+7	+2	+3	+0	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+4	+0	+4	+0	+0	+0	
<b>RANGED</b> attack bonus	+1	+0	+1	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+4	+0	+4	+0	+0	+0	

	TOTAL ATTACK BONUS	HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	B	M	20/x2	5 ft.
<b>*Flurry of Blows</b>	+2/+2				1d6+4	

\*: 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

## STUNNING FIST

Uses per day

You know just where to strike to temporarily stun a foe. 1/day (DC 13)

# Wolfgang

Player Name

Half-Elf / Humanoid

RACE

19

AGE

Male

GENDER

Deity

Medium / 5 ft.

SIZE / FACE

EYES

None

Region

5' 4" / 154 lbs.

HEIGHT / WEIGHT

HAIR

Lawful Neutral

Alignment

Low-light

VISION

97

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
10				Walk 30 ft.
<b>AC</b> armor class	14	13	14	10
	TOTAL	FLAT	TOUCH	BASE
				ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL ARMOR
				REFLECTION
				DODGE
				Morale
				Insight
				Sacred
				Profane
				MISC
<b>INITIATIVE</b> modifier	+1	+1	+0	
	TOTAL	DEX MODIFIER	MISC MODIFIER	
				MISS CHANCE
				Arcane Spell Failure
				ARMOR CHECK PENALTY
				SPELL RESIST

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 4/2	
				RANKS	MISC MODIFIER
✓ Appraise	INT	0	0	=	0
✓ Balance	DEX	2	1	+	1
✓ Bluff	CHA	0	0	=	0
✓ Climb	STR	5	4	+	1
✓ Concentration	CON	3	2	+	1
✓ Craft (Untrained)	INT	0	0	=	0
✓ Diplomacy	CHA	3	0	+	1 + 2
✓ Disguise	CHA	0	0	=	0
✓ Escape Artist	DEX	2	1	+	1
✓ Forgery	INT	0	0	=	0
✓ Gather Information	CHA	2	0	+	2
✓ Heal	WIS	3	3	=	3
✓ Hide	DEX	2	1	+	1
✓ Intimidate	CHA	0	0	=	0
✓ Jump	STR	5	4	+	1
✓ Knowledge (Arcana)	INT	1	0	+	1
✓ Knowledge (Religion)	INT	1	0	+	1
✓ Listen	WIS	5	3	+	1 + 1
✓ Move Silently	DEX	2	1	+	1
✓ Perform (Wind Instruments)	CHA	1	0	+	1
✓ Ride	DEX	1	1	=	1
✓ Search	INT	1	0	+	1
✓ Sense Motive	WIS	4	3	+	1
✓ Spot	WIS	5	3	+	1 + 1
✓ Survival	WIS	3	3	=	3
✓ Swim	STR	5	4	+	1
✓ Tumble	DEX	2	1	+	1
✓ Use Rope	DEX	1	1	=	1
				=	+ +
				=	+ +

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Flurry of Blows	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

LANGUAGES	
Common, Elven	

Special Attacks	
<b>Flurry of Blows (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
<p>When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table: The Monk. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. A monk must use a full attack action to strike with a flurry of blows. When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus ? 1? or ??) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows. In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.</p>	

Special Qualities	
<b>Immunity to magic sleep effects</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<b>+2 racial saving throw bonus against enchantment spells or effects</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<b>Elven Blood</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
For all effects related to race, a half-elf is considered an elf.	
<b>Humanoid Traits</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
<b>Low-light Vision (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You can see 2x as far as humans in low illumination.	
<b>AC Bonus (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
<p>When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.</p>	
<b>Fast Movement (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
<p>At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table: The Monk. A monk in armor or carrying a medium or heavy load loses this extra speed.</p>	

Feats	
<b>Iron Will</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Will saving throws.	
<b>Improved Unarmed Strike</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.</p>	
<b>Stunning Fist (Granted)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
1/day you may stun an opponent with a carefully placed unarmed attack (DC 13)	

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling, Spells(Ray), Unarmed Strike	

# Roland

Half-Elf

RACE

19

AGE

Vision Test: Low-light

Male

GENDER

Low-light

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 4"

HEIGHT

154 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Low-light

## Description:

## Biography: