

Kiro		Jacob C		Xian		Chaotic Good
NAME		PLAYERNAME		DEITY		ALIGNMENT
Mnk2	2000	Half-Elf	Medium	5' 11"	165 lbs.	Low-light
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
2	5000	27	Male	Green	Black, Long/Unkempt	27
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	17	+3	17	+3	17	+3
CON Constitution	13	+1	13	+1	13	+1
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	10	+0	10	+0	10	+0

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
15				Walk 30 ft.
AC armor class	17	13	17 = 10 + 0 + 0 + 3 + 0 + 0 + 0 + 3	0 + 0 + 0 + 0
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL ARMOR
				DEFLECTION
				MISC
				MISS CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESIST

INITIATIVE modifier	+5	=	+3	+	+2
TOTAL			DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+1				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	=	+3	+1	+0	+0	+0	
REFLEX (dexterity)	+6	=	+3	+3	+0	+0	+0	
WILL (wisdom)	+6	=	+3	+3	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+1	+2	+0	+0	+0
RANGED attack bonus	+4	=	+1	+3	+0	+0	+0
CMB attack bonus	+3	=	+1	+2	+0	+0	+0

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+3	+3	+3	+3	+3	+3
Defense	20	20	20	20	20	20

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d6+2	20/x2	5 ft.

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

Special Properties

*: 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	<input type="checkbox"/>				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		2/2
			ABILITY MODIFIER	RANKS	
✓ Acrobatics	DEX	11	=	3 + 2.0	+ 6
✓ Appraise	INT	1	=	1 +	+
✓ Bluff	CHA	0	=	0 +	+
✓ Climb	STR	7	=	2 + 2.0	+ 3
✓ Craft (Untrained)	INT	1	=	1 +	+
✓ Diplomacy	CHA	0	=	0 +	+
✓ Disguise	CHA	0	=	0 +	+
✓ Escape Artist	DEX	3	=	3 +	+
✓ Fly	DEX	3	=	3 +	+
✓ Heal	WIS	3	=	3 +	+
✓ Intimidate	CHA	0	=	0 +	+
✓ Perception	WIS	12	=	3 + 1.0	+ 8
✓ Perform (Untrained)	CHA	0	=	0 +	+
✓ Ride	DEX	3	=	3 +	+
✓ Sense Motive	WIS	9	=	3 + 1.0	+ 5
✓ Stealth	DEX	8	=	3 + 2.0	+ 3
✓ Survival	WIS	5	=	3 + 2.0	+
✓ Swim	STR	7	=	2 + 2.0	+ 3
			=	+	+
			=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack <small>16 lbs., 1 Bedroll, 1 Flint and Steel, 1 Grappling Hook, 1 Rope (Silk/50 ft.), 2 Sunrod, 1 Waterskin</small>		1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Flint and Steel	Backpack	1	0.0	1.0	
Grappling Hook	Backpack	1	4.0	1.0	
Outfit (Monk's)	Equipped	1	2.0	0.0	
Pouch (Belt) <small>0.46 lbs., 14 Coin (Gold Piece), 9 Coin (Silver Piece)</small>	Carried	1	0.5	1.0	
Rope (Silk/50 ft.) <small>4 hp, DC 24 Strength check to burst</small>	Backpack	1	5.0	10.0	
Sunrod	Backpack	2	1.0	2.0 (4.0)	(2.0)
Waterskin <small>0 lbs.</small>	Backpack	1	0.0	1.0	
Flurry of Blows	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.96	20.1 gp	lbs.

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MONEY	
Coin (Gold Piece): 14	[Pouch (Belt)]
Coin (Silver Piece): 9	[Pouch (Belt)]
Total = 14.9 gp	

Traits	
Looking for Work (Perception)	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.6]
Pick one of the following skills: Bluff, Craft (any), Diplomacy, Intimidate, Perception, Perform (any), or Profession (gambler). You gain a +1 trait bonus in that skill, and that skill is always considered a class skill for you.	
Reactionary	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.4]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly.	

Special Attacks	
Flurry of Blows (Ex)	[Paizo Publishing - Core Rulebook, p.57]
You can make a flurry of blows as a full-attack action. When doing so, you may make one additional attack using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting feat. For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.	
Stunning Fist (Ex)	[Paizo Publishing - Core Rulebook, p.59]
You gain Stunning Fist as a bonus feat.	

Special Qualities	
AC Bonus (Ex)	[Paizo Publishing - Core Rulebook, p.57]
When unarmored and unencumbered, you add +3 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.	
Adaptability (Ex)	[Paizo Publishing - Core Rulebook, p.24]
Half-elves receive Skill Focus as a bonus feat at 1st level.	
Elf Blood (Ex)	[Paizo Publishing - Core Rulebook, p.24]
Half-elves count as both elves and humans for any effect related to race.	
Elven Immunities (Ex)	[Paizo Publishing - Core Rulebook, p.24]
Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
Evasion (Ex)	[Paizo Publishing - Core Rulebook]
You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.	
Keen Senses (Ex)	[Paizo Publishing - Core Rulebook, p.24]
Half-elves receive a +2 bonus on Perception skill checks.	
Multitalented (Ex)	[Paizo Publishing - Core Rulebook, p.24]
Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.	

Feats	
Alertness	[Paizo Publishing - Core Rulebook, p.117]
You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	
Skill Focus (Acrobatics)	[Paizo Publishing - Core Rulebook, p.134]
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
Improved Unarmed Strike	[Paizo Publishing - Core Rulebook, p.128]
You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.	
Deflect Arrows	[Paizo Publishing - Core Rulebook, p.121]
You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.	
Dodge	[Paizo Publishing - Core Rulebook, p.122]
You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.	
Stunning Fist	[Paizo Publishing - Core Rulebook, p.135]
You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every 4 levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.	

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Flurry of Blows, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shortspear, Shuriken, Siangham, Sling, Spear, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike

LANGUAGES
Ardmyrian, Common, Sundastian (Elven)

TEMPLATES