

Name:	<u>Guo-Charavong</u>	Race:	<u>Human</u>	Alignment:	<u>LG</u>
Origin/Birthland: Gerilong		Religion: Tul			

Class: <u>Monk</u>	Level: <u>5</u>	Gender: <u>M</u>	Age: <u>26</u>
Class: <u></u>	Level: <u></u>	Height: <u>6' 0"</u>	Weight: <u>210</u>
Class: <u></u>	Level: <u></u>	Hair: <u>Shaved</u>	Eyes: <u>Brown</u>
Class: <u></u>	Level: <u></u>	Skin: <u>Fair</u>	Size: <u>Medium</u>

STRENGTH	12		1
DEXTERITY	14		2
CONSTITUTION	14		2
INTELLIGENCE	14		2
WISDOM	14		2
CHARISMA	7		-2

HIT POINTS: **37** DR: /

HP Tally: /

XP: 13,471

HP by Level:

10,7,8,9,3

ARMOUR CLASS:Full AC: **16**

Flat-Footed: 14

Touch: 16

SAVING THROWS:

Modifiers

Fortitude: 6

Reflex: 6

Will: 6

+2 vs enchantments, evasion

MOVEMENT:

Climb:

Base: 40 Fly:

Current:	40	Swim:
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BASE ATTACK BONUS:

Modifiers

Melee: 4

Ranged: 5

INITIATIVE:	2	=	$\frac{2}{\text{Dex}} + \frac{0}{\text{Feats}} + \frac{0}{\text{Magic}} + \frac{0}{\text{Other}}$	Miss Chance: <u>0</u> %
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Weapon Name	Cat	Sz	Prof	Att	Damage	Critical	Rng	Typ
Unarmed Strike	1M	M	S	5	1D8+1	20 (x2)	-	Any
Flurry of Blows	1M	M	S	4/4	1D8+1	20 (x2)	-	Any
Masterwork Quarterstaff (both)	2M	M	S	5	1D6+1	20 (x2)	-	B
Masterwork Light Crossbow	2R *	M	S	6	1D8	19 (x2)	80	P
Shuriken	R	M	E	5	1D2+1	20 (x2)	10	P
Shuriken (flurry)	R	M	E	4/4	1D2+1	20 (x2)	10	P
+1 Obsidian Dagger	LM	M	S	6	1D4+2	19 (x2)	10	P o S
* fire 1H at -2								

SKILLS

[illegible]**Languages:**

Morakki, Common

Protective Items/AC Adjustments:

Name	Arm	AC	Tch	Dex	Check	Spell	Type	Type
Monk AC Bonus	nil	3	3	-	n/a	n/a	n/a	class ability
Ring of Protection +1	nil	1	1	-	n/a	n/a	Def	
				-				
				-				
				-				
				-				
				-				
				-				
<i>Totals</i>		4	4		0	0%		

Attack Adjustments:

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	3				1			
Ranged	3				2			

Save Adjustments:

	C1	C2	C3	C4	Ab	Mgc	Feat	Misc	Notes
Fortitude	4				2				
Reflex	4				2				
Will	4				2				

DC Adjustments:

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	2				
Wisdom-based	2				
Charisma-based	-2				

Ability Adjustments:

	Orig	Lvl	Inh	Mgc	Total
STRENGTH	12				12
DEXTERITY	14				14
CONSTITUTION	14				14
INTELLIGENCE	13	1			14
WISDOM	14				14
CHARISMA	7				7

Racial Abilities:

Bonus feat at 1st level
+1 skill point per level

Class Abilities:

Flurry of Blows (-1/-1)
Evasion
Still Mind
Slow Fall 20 ft
Ki Strike (magic, treated as +1 enhancement bonus)
Purity of Body

Starting Proficiencies:

Club, Crossbow, Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling

Feats:

Improved Unarmed Strike
Stunning Fist (5/day)
Dodge
Versatile Unarmed Strike
Combat Reflexes
Weapon Finesse

Touch of Mergurr - 1

Items for: Guo-Charavong

[illegible]

(wp) = waterproof

Encumbrance:

Light Load: 43 Medium Load: 86 Heavy Load: 130

POTIONS:

Spell	Lvl		Spell	Lvl
Mage Armour	1		Jump	1
Mage Armour	1		Barkskin +2	3
Shield of Faith +2	1		Cat's Grace	3
Endure Elements	1		Cat's Grace (belt pouch)	3
Cure Moderate Wounds	3			
Cure Moderate Wounds	3			
Protection from Evil	1			

SCROLLS:

sc	Spell	Lvl		sc	Spell	Lvl

WANDS:

Spell	Chgs	Lvl		Spell	Chgs	Lvl

OTHER MAGIC ITEMS:

Ring of Protection +1
+1 Obsidian Dagger

Description

Birthday: 19 Bloom



Stoneblessed - great feat accomplished