

ABILITIES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	17	+3		
DEX Dexterity	15	+2		
CON Constitution	15	+2		
INT Intelligence	10	+0		
WIS Wisdom	15	+2		
CHA Charisma	10	+0		

HP

TOTAL

18

DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE

HERO PTS

0

+2

=

2

+

0

TOTAL

DEX MOD.

MISC MOD.

AC

15

=

10

+

+

+

2

+

TOTAL

ARMOR BONUS

SHIELD BONUS

DEX MODIFIER

SIZE MODIFIER

TOUCH

15

FLAT-FOOTED

12

+

+

2

+

1

NATURAL ARMOR

DEFLECT MODIFIER

MISC MODIFIER

DODGE BONUS

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

FORTITUDE
(CONSTITUTION)

5

=

3

+

2

+

+

+

REFLEX
(DEXTERITY)

5

=

3

+

2

+

+

+

WILL
(WISDOM)

5

=

3

+

2

+

+

+

BASE ATTACK BONUS

+1

SPELL RESISTANCE

CMB

4

=

1

+

3

+

0

TOTAL

BASE ATTACK

STRENGTH MODIFIER

SIZE MODIFIER

CMD

19

=

1

+

3

+

2

+

0

+

10

TOTAL

BASE ATTACK

STRENGTH MODIFIER

DEXTERITY MODIFIER

SIZE MODIFIER

WEAPON

Handaxe

ATTACK BONUS

+4

CRITICAL

x3

TYPE

RANGE

AMMUNITION

DAMAGE

S

1d6+3

WEAPON

Nunchaku

ATTACK BONUS

+4

CRITICAL

x2

TYPE

RANGE

AMMUNITION

DAMAGE

B

1d6+3

Flurry of Blows: +3/+3

WEAPON [in both hands]

Quarterstaff

ATTACK BONUS

+4

CRITICAL

x2

TYPE

RANGE

AMMUNITION

DAMAGE

B

1d6+4

Flurry of Blows: +3/+3

WEAPON

Sai

ATTACK BONUS

+4

CRITICAL

x2

TYPE

RANGE

AMMUNITION

DAMAGE

B

1d4+3

Flurry of Blows: +3/+3

WEAPON

Unarmed strike

ATTACK BONUS

+4

CRITICAL

x2

TYPE

RANGE

AMMUNITION

DAMAGE

B

1d6+3

Flurry of Blows: +3/+3



SPEED

LAND

30

FT.

6

SQ.

30

FT.

6

SQ.

BASE SPEED

WITH ARMOR

FT.

FT.

FT.

FT.

FLY

MANEUVERABILITY

SWIM

CLIMB

BURROW

MODIFIERS

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	7	=Dex	2 + 2 + 3	+
Appraise	0	=Int	0 + 0	+
Bluff	0	=Cha	0 + 0	+
✓ Climb	8	=Str	3 + 2 + 3	+
Diplomacy	0	=Cha	0 + 0	+
Disguise	0	=Cha	0 + 0	+
✓ Escape Artist	6	=Dex	2 + 1 + 3	+
Fly	2	=Dex	2 + 0	+
Heal	2	=Wis	2 + 0	+
✓ Intimidate	2	=Cha	0 + 0	+
✓ Knowledge (history)	4	=Int	0 + 1 + 3	+
✓ Perception	6	=Wis	2 + 1 + 3	+
✓ Profession (woodcutter)	6	=Wis	2 + 1 + 3	+
✓ Ride	2	=Dex	2 + 0	+
✓ Sense Motive	2	=Wis	2 + 0	+
✓ Stealth	2	=Dex	2 + 0	+
Survival	2	=Wis	2 + 0	+
✓ Swim	3	=Str	3 + 0	+

✓ = Class Skill, ■ = Trained Only, ▮ = Armor Check Penalty Applies

LANGUAGES

Common • Orc



COMBAT MANEUVERS		
Maneuver	CMB	CMD
Bull Rush	+4	19
Dirty Trick	+4	19
Disarm	+4	19
Drag	+4	19
Feint	+4	19
Grapple	+4	19
Overrun	+4	19
Pull	+4	19
Push	+4	19
Reposition	+4	19
Steal	+4	19
Sunder	+4	19
Trip	+4	19

SPECIAL ABILITY / FEATURE SUMMARY	
Darkvision (60 feet)	
Evasion (Ex)	
Orc Ferocity (1/day)	
Flurry of Blows +0/+0 (Ex)	
AC Bonus +2	
Stunning Fist (Stun) (Ex)	
Unarmed Strike (1d6)	

FEATS SUMMARY	
Deflect Arrows (1/day)	
Dodge	
Improved Unarmed Strike	
Mobility	
Monk Weapon Proficiencies	
Stunning Fist (2/day) (DC 13)	

MONEY	
Platinum	2
Gold	345
Silver	7
Copper	9
Valuables	15
ENCUMBRANCE	
Current	44.5 lbs
Light	86 lbs
Medium	173 lbs
Heavy	260 lbs
EXPERIENCE	
Current	2566
Next Level	5000

TRACKED RESOURCES		
Resource	Max.	Used
Deflect Arrows (1/day)	1	
Orc Ferocity (1/day)	1	
Stunning Fist (2/day) (DC 13)	2	
Torch	3	
Trail rations	4	

GEAR		
8 pouches of silver dust		
Qty Item	Weight	Cost
empty		
Backpack		
Qty Item	Weight	Cost
empty		
Belt pouch		
Qty Item	Weight	Cost
empty		
Sack		
Qty Item	Weight	Cost
empty		
Gear In No Container		
Qty Item	Weight	Cost
1 8 pouches of silver dust	1.5 lbs	15 GP
1 Backpack	2 lbs	2 GP
1 Bedroll	5 lbs	1 SP
1 Belt pouch	0.5 lbs	1 GP
1 Flint and steel		1 GP
1 Grappling hook	4 lbs	1 GP
1 Handaxe	3 lbs	6 GP
1 Nunchaku	2 lbs	2 GP
1 Quarterstaff	4 lbs	
1 Rope	10 lbs	1 GP
1 Sack	0.5 lbs	1 SP
1 Sai	1 lb	1 GP
3 Torch	1 lb	3 CP
4 Trail rations	1 lb	2 GP
1 Waterskin	4 lbs	1 GP

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

Orc Ferocity (1/day)

1/day, when brought below 0 HP but not killed, you can fight on for 1 more round as if disabled. The next round, unless brought to at least 0 HP, you immediately fall unconscious and begin dying.

Flurry of Blows +0/+0 (Ex)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to utilize this ability). For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack.

AC Bonus +2

When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Stunning Fist (Stun) (Ex)

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

Unarmed Strike (1d6)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table: Monk. The unarmed damage values listed on Table: Monk is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage.

FEATS

Deflect Arrows (1/day) (Combat)

You can knock arrows and other projectiles off course, preventing them from hitting you.

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: 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 (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: 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.

Improved Unarmed Strike (Combat)

You are skilled at fighting while unarmed.

Benefit: 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.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Mobility (Combat)

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Monk Weapon Proficiencies

Benefit: You are proficient with the Club, Crossbow (Light and Heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Sickle, Siangham and Sling.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Stunning Fist (2/day) (DC 13) (Combat)

You know just where to strike to temporarily stun a foe.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: 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 drops everything held, 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 four 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.

Special: A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

MAGIC ITEMS

No magic items.