

Monkeyballs

Human
RACE

Monk
PROFESSION

80

XP

5

LEVEL

Strength
3
21

Agility
7
62

Intuition
3
22

Charisma
3
22

Perception
3
22

HP	Armor
95	0
Weapon Skill 1d10 + 3	
Unarmed Skill 1d20 + 16	
Dodge 1d20 + 10	
Ballistic Skill 1d20 + 10	
Tactics 1d10 + 0	
Acrobatics 1d20 + 0	
Magic Skill 1d10 + 0	
Arcane Lore 1d10 + 0	
Religious Magic 1d10 + 0	
Religion 1d20 + 0	
History 1d10 + 0	
Animal Handler 1d10 + 0	
Insight 1d10 + 0	
Slight of Hand 1d20 + 0	
Deception 1d10 + 0	
Charm 1d10 + 0	
Interrogate 1d10 + 0	
Torture 1d10 + 0	
Inspire 1d10 + 0	
Stealth 1d20 + 7	
Guard 1d10 + 0	
Law 1d10 + 0	
Culture 1d10 + 0	
Concoct Poison 1d10 + 0	
Medicine 1d10 + 0	
Language 1d10 + 0	
Culture 1d10 + 0	
Skills	

Aura	Expertise	Movement
0	2	18
DMG +3		
Stamina +0		
Crit 20		
Crit DMG +6d4		
Splash 0%		
Splash DMG +0d4		
Expertise +0		
Movement +8ft		
Extra Attack 100%		
Armor +0		
Aura +0		
Directed Strike 0		
Initiative (INI) 12		
AP 2		
Feats		
Ice & Cold	AGI	1d10 + 0
Fire & Heat	STR	1d10 + 0
Holy	CHA	1d10 + 0
Death	STR	1d20 + 0
Radiant	PER	1d10 + 0
Poison	STR	1d20 + 0
Disease	STR	1d10 + 0
Illusion	PER	1d10 + 0
Mental	INU	1d20 + 0
Resistances		

Weapons

Iron Fists: 1d6+0+7+3 INI:8

Specials

- * Blinking Strikes: On each "Extra attack" you can blink to another target
- * Skilled Combat: +3 on Combat related skills

Stat Rolls

Strength: 1d10 + 0
Agility: 1d20 + 0
Intuitioun: 1d20 + 0
Charisma: 1d10 + 0
Perception: 1d10 + 0

Spells

- Meditate: Regenerate 1 CHI per 3 INI when while in your round
- Spirit Sprint: As long as there's a surface you can run on/against it. This includes but is not limited to, water, walls or tree tops. While Spirit Strinting wach attack consts 1 AP to perform and you take +5 extra DMG per attack.
- Astral Projection: You can astral project. While projecting you can ignore walls or other physical objects (not the earch itself). You are visible to other Monks who are astral projecting and to casters which have Magic Sight on. To other people with magical abilities you can attempt to appear in their dreams
- Float like a butterfly: For 3 CHI you get a +5 to your defensive skills until the start of your next round.
- Sting like a bee: For 3 CHI you get a flat 100% crit chance for that attack.
- Ignore Armor: For 1 CHI you can ignore the target's armor.
- Lightning Reflexes: For 3 CHI you gain 8 armor, but only if you do not wear any armor
- Earth, Wind & Fire: For 1 CHI your attack counts as an Elemental attack.
- Water Punch: Heal a target for their inate healing (inate healing equals adding all statistics) costs 3 AP
- Way of the Iron Fist: +5 Unarmed skill, +1 DMG. Your fists do 1d6 DMG instead of 1d4