

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	95
Armor	0
Aura	0
Expertise	2
Movement	18
Initiative	32
INI Role	12
CHI	5

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
Haggle	1d10 + 0
Inspire	1d10 + 0
Stealth	1d20 + 7
Guard	1d10 + 0
Law	1d10 + 0
Widerness Surv.	1d10 + 0
Concoct Poison	1d10 + 0
Medicine	1d10 + 0
Language	1d10 + 0
Culture	1d10 + 0

DMG	+3
Stamina	+0
Crit	20
Crit DMG	+6d4
Spash	0%
Splash DMG	+0d4
Expertise	+0
Movement	+8ft
Extra Attack	100%
Armor	+0
Aura	+0
Directed Strike	0
Initiative (INI)	12
AP	2

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

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. (Per CHI, +33% crit)
- Ignore Armor: For 1 CHI you can ignore the target's armor, for that attack.
- 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