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Wolfgang

Character Name

Player Name

Deity

None

Lawful Neutral

Monk 8

Elf (High) / Humanoid

Medium / 5 ft.

0' 0" / 0 lbs.

Low-Light

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

8 (8)

28000 / 36000

0

Male

EYES

HAIR

Points

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2		
DEX Dexterity	20	+5	20	+5		
CON Constitution	12	+1	12	+1		
INT Intelligence	13	+1	13	+1		
WIS Wisdom	18	+4	18	+4		
CHA Charisma	13	+1	13	+1		

HP hit points: 54

AC armor class: 28

INITIATIVE modifier: +5

Encumbrance: Light

WOUNDS/CURRENT HP: []

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: []

SPEED: Walk 50 ft.

TOTAL: 28

FLAT: 23

TOUCH: 22

BASE: 10

ARMOR BONUS: 6

SHIELD BONUS: 0

STAT: 5

SIZE: 0

NATURAL ARMOR: 0

DEFLECTION: 2

DODGE: 0

Morale: 0

Insight: 0

Sacred: 0

Profane: 0

MISC: 5

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+10	+6	+1	+3	+0	+0	
REFLEX (dexterity)	+14	+6	+5	+3	+0	+0	
WILL (wisdom)	+13	+6	+4	+3	+0	+0	

Conditional Save Modifiers:
+2 racial saving throw bonus against enchantment spells or effects.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8/+3	+6/+1	+2	+0	+0	0	
RANGED attack bonus	+11/+6	+6/+1	+5	+0	+0	0	
GRAPPLE attack bonus	+12/+7	+6/+1	+2	+0	+4	+0	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+7	1d10+6	20/x2	5 ft.

Special Properties:

Flurry of Blows

TOTAL ATTACK BONUS	DAMAGE
+11/ +11 /+6	

Flurry of Blows	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x2	5 ft.

TOTAL ATTACK BONUS	DAMAGE
+12/+12/+12/+12/+7	1d10+6

*: 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
*Bracers of Armor +6		+6	+0	0	
*Ring of Protection +2		+2	+0	0	

TOTAL SKILLPOINTS: 55

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
✓ Appraise	INT	1	=	1	
✓ Balance	DEX	12	=	5 + 5 + 2	
✓ Bluff	CHA	1	=	1	
✓ Climb	STR	13	=	2 + 6 + 5	
✓ Concentration	CON	2	=	1 + 1	
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	8	=	1 + 5 + 2	
✓ Disguise	CHA	1	=	1	
✓ Escape Artist	DEX	5	=	5	
✓ Forgery	INT	1	=	1	
✓ Gather Information	CHA	1	=	1	
✓ Heal	WIS	4	=	4	
✓ Hide	DEX	7	=	5 + 2	
✓ Intimidate	CHA	1	=	1	
✓ Jump	STR	12	=	2 + 10	
✓ Listen	WIS	13	=	4 + 7 + 2	
✓ Move Silently	DEX	6	=	5 + 1	
✓ Perform (Untrained)	CHA	1	=	1	
✓ Ride	DEX	5	=	5	
✓ Search	INT	8	=	1 + 5 + 2	
✓ Sense Motive	WIS	14	=	4 + 10	
✓ Spot	WIS	6	=	4 + 2	
✓ Survival	WIS	4	=	4	
✓ Survival (Find or follow tracks)	WIS	6	=	4 + 2	
✓ Swim	STR	10	=	2 + 3 + 5	
✓ Tumble	DEX	10	=	5 + 5	
✓ Use Rope	DEX	5	=	5	
			=	+ +	
			=	+ +	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Amulet of Mighty Fists +4	Equipped	1	0 / 96,000	
Bracers of Armor +6	Equipped	1	1 / 36,000	
Gloves of Swimming and Climbing	Equipped	1	0 / 6,250	
Ring of Protection +2	Equipped	1	0 / 8,000	
Ring of Feather Falling	Equipped	1	0 / 2,200	
Cloak of Resistance +3	Equipped	1	1 / 9,000	
Bottle of Air	Equipped	1	2 / 7,250	
Chime of Opening	Equipped	1	1 / 3,000	
□□□□□ □□□□□				
Potion of Water Walk	Equipped	1	0 / 750	
□				
Potion of Water Breathing	Equipped	1	0 / 750	
□				
Potion of Hide from Animals	Equipped	1	0 / 50	
□				
Flurry of Blows	Carried	1	0 / 0	
Amulet of Water Breathing	Carried	1	0 / 0	
<small>Allows wearer to breathe under water</small>				
TOTAL WEIGHT CARRIED/VALUE			5 lbs.	169,250gp

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

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Common, Elven	

Other Companions	

Special Qualities	
AC Bonus (Ex)	[RSRD]

When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Bonus Feat	[RSRD]
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At 1st level, a monk may select either Improved Grapple or Stunning Fist as a bonus feat. At 2nd level, she may select either Combat Reflexes or Deflect Arrows as a bonus feat. At 6th level, she may select either Improved Disarm or Improved Trip as a bonus feat. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex)	[RSRD]
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At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex)	[RSRD]
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At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table: The Monk. A monk in armor or carrying a medium or heavy load loses this extra speed.

Flurry of Blows (Ex)	[RSRD]
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When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table: The Monk. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. A monk must use a full attack action to strike with a flurry of blows. When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus x 1-1/2 or x 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows. In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so. When a monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

Ki Strike (Su)	[RSRD]
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At 4th level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to

creatures with damage reduction. Ki strike improves with the character's monk level. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

Purity of Body (Ex)	[RSRD]
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At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Slow Fall (Ex)	[RSRD]
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At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Still Mind (Ex)	[RSRD]
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A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Unarmed Strike	[RSRD]
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At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated both as 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 her unarmed strikes than a normal person would, as shown on Table: The Monk. The unarmed damage on Table: The Monk is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table: Small or Large Monk Unarmed Damage.

Weapon and Armor Proficiency	[RSRD]
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Monks are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her fast movement and flurry of blows abilities.

Wholeness of Body (Su)	[RSRD]
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At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Elf Racial Traits (Ex)	[RSRD]
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Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf's senses are so keen that she practically has a sixth sense about hidden portals.

Humanoid Traits	[RSRD]
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Humanoids eat/sleep/breathe

Low-Light Vision (Ex)	[RSRD]
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You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Feats	
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Blind-Fight	[RSRD]
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In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

Deflect Arrows	[RSRD]
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Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.

Improved Grapple	[RSRD]
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You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Improved Unarmed Strike	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
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You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on

you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Martial Weapon Proficiency (Longbow, Longsword, Rapier, Shortbow) [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Combat Reflexes (Granted) [RSRD]

You may make a number of additional attacks of opportunity equal to your Dexterity bonus.

Improved Trip (Granted) [RSRD]

You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed and gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent.

Stunning Fist (Granted) [RSRD]

8/day you may stun an opponent with a carefully placed unarmed attack (DC 18)

Proficiencies

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Handaxe, Javelin, Kama, Longbow, Longsword, Nunchaku, Quarterstaff, Rapier, Sai, Shortbow, Shuriken, Siangham, Sling, Spells (Touch), Unarmed Strike

Templates

Base Race Type

Base Race Type ~ Humanoid

Magic Item Spell-like Abilities

At Will Feather Fall (DC:10)

Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Feather Fall	Transmutation	1 free action	Until landing or 1 rounds	Close (25 ft.)	RSRD:SpellsF-G
[V] TARGET: 1 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: Objects or creatures fall slowly. [SR:Yes (object); DC:10, Will negates (harmless) or Will negates (object)]					
* =Domain/Speciality Spell					

7

Elf (High)

RACE

0

AGE

Male

GENDER

Low-Light

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,
HAIR / HAIR STYLE

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: