

Name	Wilgrim Serioneth	Race	Human	Alignment	Lawful Good						
Level	4	Classes	Mnk 4	XP	8000	Next Level	10000				
Physical	Male, 22 yrs. old, 5ft. 2in., 132 lb.			Size	Medium	Deity	Selûne				
STR	DEX	CON	INT	WIS	CHA	Speed/Run	40 ft./x4	Base Spd/Run	30 ft./x4		
15	17	14	12	18	8	Fortitude	+6	Reflex	+7	Will	+8
+2	+3	+2	+1	+4	-1						

AC	17	Touch	17	Flatfooted	14	Helpless	10	Armor	Not wearing any armor
								Shield	Not carrying a shield

SR	0	DR		HP	34		34
		Resist					Subdual:

BAB	+3				Melee	+2	Ranged	+3	Grapple	+6	Initiative	+3
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ATTACKS

- Quarterstaff, Two-Handed - Attacks: +5; Damage: 1d6+3 (Bludgeoning); Critical: x2
Off-hand in use.
- Quarterstaff, Two-Handed - Attacks: +3/+3; Damage: 1d6+3 (Bludgeoning); Critical: x2
Off-hand in use.
- Siangham, One-Handed - Attacks: +5; Damage: 1d6+2 (Piercing); Critical: x2
Off-hand available.
- Siangham, One-Handed - Attacks: +3/+3; Damage: 1d6+2 (Piercing); Critical: x2
Off-hand available.
- Nunchaku, One-Handed - Attacks: +3/+3; Damage: 1d6+2 (Bludgeoning); Critical: x2; Modifiers: +2 Disarm Opposed Roll
Off-hand available.
- Nunchaku, One-Handed - Attacks: +5; Damage: 1d6+2 (Bludgeoning); Critical: x2; Modifiers: +2 Disarm Opposed Roll
Off-hand available.
- Shuriken, One-Handed - Attacks: +6; Damage: 1d2+2 (Piercing); Critical: x2; Range: 10 ft.
Off-hand available.
- Unarmed Strike, One-Handed - Attacks: +5; Damage: 1d8+2 Non-Lethal (Bludgeoning); Critical: x2
Off-hand available.
- Unarmed Strike, One-Handed - Attacks: +3/+3; Damage: 1d8+2 Non-Lethal (Bludgeoning); Critical: x2
Off-hand available.

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SKILLS

Appraise	+1	Balance	+6	Bluff	-1	Climb	+8
0 Ranks, INT		1 Ranks, DEX, Check Penalty		0 Ranks, CHA		4 Ranks, STR, Check Penalty	
Concentration	+9	Craft (Tailoring)	+5	Diplomacy	-1	Disguise	-1
7 Ranks, CON		4 Ranks, INT		0 Ranks, CHA		0 Ranks, CHA	
Escape Artist	+7	Forgery	+1	Gather Information	-1	Heal	+4
4 Ranks, DEX, Check Penalty		0 Ranks, INT		0 Ranks, CHA		0 Ranks, WIS	

SKILLS

Hide 0 Ranks, DEX, Check Penalty	+3	Intimidate 0 Ranks, CHA	-1	Jump 2 Ranks, STR, Check Penalty	+6	Knowledge (Arcana) 4 Ranks, INT	+5
Knowledge (Religion) 4 Ranks, INT	+5	Listen 0 Ranks, WIS	+4	Move Silently 0 Ranks, DEX, Check Penalty	+3	Ride 0 Ranks, DEX	+3
Search 0 Ranks, INT	+1	Sense Motive 2 Ranks, WIS	+6	Spot 4 Ranks, WIS	+8	Survival 0 Ranks, WIS	+4
Swim 0 Ranks, STR, 2xCheck Pena	+4	Tumble 6 Ranks, DEX, Check Penalty	+9	Use Rope 0 Ranks, DEX	+3		

Languages Common, Dwarven

CONDITIONAL MODIFIERS

	Type	Source
<i>to avoid non-lethal damage from a forced march</i>	+4 Constitution Check	Endurance
<i>to avoid non-lethal damage from hot or cold environ</i>	+4 Fortitude Saving Throw	Endurance
<i>to avoid non-lethal damage from starvation or thirst</i>	+4 Constitution Check	Endurance
<i>to continue running</i>	+4 Constitution Check	Endurance
<i>to hold your breath</i>	+4 Constitution Check	Endurance
<i>to resist damage from suffocation</i>	+4 Fortitude Saving Throw	Endurance
<i>to resist non-lethal damage</i>	+4 Skill (Swim)	Endurance
<i>vs. enchantment spells or effects</i>	+2 Fortitude Saving Throw	Still Mind
<i>vs. enchantment spells or effects</i>	+2 Reflex Saving Throw	Still Mind
<i>vs. enchantment spells or effects</i>	+2 Will Saving Throw	Still Mind

FEATS

Athletic	+2 bonus on all Climb checks and Swim checks.
Deflect Arrows	If you have a free hand you can deflect a ranged attack once per round. Must be aware of attack and not flat-footed.
Endurance	+4 on skill checks related to endurance e.g. Swim checks made to resist non-lethal damage.
Exotic Weapon Proficiency (Kama)	Proficient with a single exotic weapon.
Exotic Weapon Proficiency (Nunchaku)	Proficient with a single exotic weapon.
Exotic Weapon Proficiency (Sai)	Proficient with a single exotic weapon.
Exotic Weapon Proficiency (Shuriken)	Proficient with a single exotic weapon.
Exotic Weapon Proficiency (Siangham)	Proficient with a single exotic weapon.
Improved Grapple	+4 on grapple checks and you do not provoke attack of opportunity on starting a grapple.
Improved Unarmed Strike	You are considered to be armed even when unarmed. Can deal lethal or non-lethal damage.
Martial Weapon Proficiency (Handaxe)	Proficient with a single martial weapon.
Simple Weapon Proficiency (Club)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Crossbow, Heavy)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Crossbow, Light)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Dagger)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Javelin)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Quarterstaff)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Sling)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Unarmed Strike)	Proficient with a single simple weapon.
Stunning Fist	Special unarmed attack that forces opponent to make Fortitude save or be stunned.

FEATURES

AC Bonus (Monk) When unarmored and unencumbered add WIS bonus to AC.

FEATURES

Evasion	<i>Damage on reflex save reduced to zero instead of half (if cause of damage allows half-damage on reflex save).</i>
Fast Movement +10ft (Monk)	<i>10ft enhancement bonus to speed while unarmored and not carrying a medium load or heavier.</i>
Ki Strike	<i>Unarmed attacks are empowered with ki and treated as magic weapons.</i>
Monk Code of Conduct	<i>Monk code of conduct.</i>
Slow Fall 20ft.	<i>Reduces fall damage by 20ft. if wall within arm's reach.</i>
Still Mind	<i>+2 on all saving throws vs. enchantment spells and effects.</i>

INVENTORY	Weight	Cost	Weight	Cost
Nunchaku	2 lb.	2 gp		
Pouch, Belt	0.5 lb.	1 gp		
Quarterstaff	4 lb.			
Siangham	1 lb.	3 gp		
Pouch, Belt	2.14 lb.			
16 gp, 9 sp, 7 cp	0.64 lb.	16 gp		
Fishhook		1 sp		
Gems - Bloodstone		40 gp		
Sewing Needle		5 sp		
Shuriken x10	1 lb.	2 gp		

Light Load: 0 to 66 lb., Medium Load: 67 to 133 lb., Heavy Load: 134 to 200 lb.

		Max DEX	Check Penalty	Speed	Run
Weight	9.14 lb.				
Load	Light				
	Medium Load	+3	-3	30 ft.	x4
	Heavy Load	+1	-6	30 ft.	x3

Money 16 gp, 9 sp, 7 cp

100 Coins = 2 lb.

ASSETS	Weight	Cost	Weight	Cost
Mule		8 gp	Tent	20 lb., 10 gp
			Torch	1 lb., 1 cp
Mule	40 lb.			
Bedroll	5 lb.	1 sp		
Bread, Loaf x10	5 lb.	2 sp		
Caltrops	2 lb.	1 gp		
Cold Weather Outfit	7 lb.	8 gp		

Assets 27 gp, 3 sp, 1 cp

NOTES

Appearance:

Hair Color: Blond
Eyes Color: Green
Skin Tone: Dark

BACKGROUND

Armor Spell Failure 0%

Shield Spell Failure 0%

dc = Domain & Cleric Spell, d = Domain Only