

Deflect arrows!

ring of vengeance +5d6 dmg on crit

Immune to nat. disease, stun, slow, sleep spells and effects

CHARACTER Hai'A 'the Wolf 'the war chief 'bandory' PLAYER Eric
RACE Half-Orc LVL ADJUSTMENT DEITY SIZE Medium
HEIGHT 6'8" WEIGHT 140 AGE GENDER Male ALIGNMENT LE
SKIN HAIR EYES



CHARACTER PORTRAIT OR SYMBOL

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Ability score table with columns for STR, DEX, CON, INT, WIS, CHA, HP, SR, DR, INIT.

CLASS table with columns for CLASS and LVL, listing monk and shintao.

AC, FLAT-FOOT, TOUCH armor class table with columns for AC, FLAT-FOOT, TOUCH, ARMOR, SHIELD, DEX, SIZE, NATURAL, DEFLECTION, Wis+.

FORTITUDE, REFLEX, WILL saving throws table with columns for FORTITUDE, REFLEX, WILL, TOTAL, A, CLASS BASE, D, ABILITY, ITEMS, MAGIC, crime b.

MELEE, RANGED, GRAPPLE attack bonuses table with columns for MELEE, RANGED, GRAPPLE, TOTAL, 2ND, MULTIPLE ATTACKS, 4TH, A, CLASS BASE, D, ABILITY, SIZE, feat, extra.

FEATS, CLASS & RACIAL ABILITIES

BOOTS OF BIG STEPPING: 3x / day : teleport without error, 60ft
SPECIAL ATTACKS (lv) 13
all vs humanoid (DC = 10 + 0.5 level + wis)
- stunning fist: (fort 21) stunned for 1 round
- weakening touch: no dmg, -6 STR (no save)
- freezing the blood: no dmg, 1d4+1 rnds paralyzed (fort DC 21)
- unbalancing strike: normal damage & opp is thrown off balance for 1 round, losing Dex bonus to AC & giving attackers +2 bonus on attack. (refl DC 21)
- falling star strike: (fort DC21) or blinded for 5 rounds.
FISTS OF IRON: O O O O O O O +1d4 dmg.
Ki POOL 10 (0.5lv+wis) - OOOOOOOOOO (swift)
By spending 1 point from ki pool, one of the following:
• Make one additional attack at highest attack bonus when making a flurry of blows attack, or
• Increase speed by 20 feet for 1 round, or
• +4 dodge bonus to AC for 1 round.
The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

A: evasion
O: +2 save vs enchantment
A: slow fall 40 ft. near a wall
A: Ki Strike, unarmed attacks as magic / cold iron / silver weapon for overcoming DR
A: Purity of body: immunity to all diseases except for supernatural and magical diseases
A: Wholeness of body (heal 22 dmg /day, personal)
B1: Touch the Void dragon: 1/day, raise 1 ability score by 1d4+1 (1 hour / Sh. lv)
B2: Detect good: spell-like ability, at will
B2: Smite good (Su): 1/day: add +4 att roll and deals +1 dmg / Sh.lv
B2: Speak to the Soul (Sp): 1/day: detect magic as if cast by a sorcerer of the Shintao level.
B3: Grasp the Earth Dragon (Ex): immune to stunning, sleep spells and effects & slow spells and effects.
B4: Purity of Shinsai (Sp): can cause entire body to become suffused with a heatless black fire that dims light as a darkness spell 20ft rad, 10min/lvl (D), as if cast by a sorcerer of the monk's level. The shintao monk can use this ability once/sh.lv/day.
B5: protection from elements (fire or cold): lv 14, absorb 12 points/sh.lv, duration 10 min./sh.lv
B6: Great Silence (Su): gaze attack. 1/day, target 1 creature <30 feet. Will saving throw (DC 22). If target fails, he is mute for 1 minute per level of the monk. A mute character cannot speak or cast spells with a verbal component.
ki flow medicine feat: use 1 ki pool: remove: blinded, confused, dazed, dazzled, deaf, dying, nauseated, paralysed, sickened, stunned, unconscious.
CMD = 10+10+6+2+0+9 = 37

SKILLS table with columns for SKILL TRICKS, CLASS, SKILL MAX, CROSS CLASS, CHECK PENALTY, TOTAL, RANKS, ABILITY, synergy, misc.

1-7 DENOTES A FEAT GAINED BY LEVELING; F DENOTES A FEAT; R DENOTES A RACIAL ABILITY; C DENOTES A CLASS ABILITY, S FOR SKILL TRICK
DOCUMENT CREATED BY BILLY BARNES (WWW.NECEROS.COM) - TRADEMARKS AND LOGOS COPYWRITTEN BY THEIR RESPECTIVE OWNERS. SEE PAGE THREE FOR MORE INFORMATION.

WEAPON / ATTACK table with columns for WEAPON / ATTACK, ENHANCE, feat, TOTAL, 2ND, 3RD, 4TH, 5TH, DAMAGE, CRITICAL, RANGE, TYPE, SIZE.

AMMUNITION table with columns for AMMUNITION arrows.

EQUIPMENT

BAG	QTY	ITEM	NOTES	WEIGHT	BAG	QTY	ITEM	NOTES	WEIGHT
bp	1	Hoorn - alarm gevangenis	inside	2					
bp	1	Papier - kantoar gevangenis	inside	1					
bp	1	javelin +1 lightning	outside	6					
	1	Dagger	belt	1					
bp	1	magical rope of climbing, see below	outside	6			wish list:		
	1	Zilveren medaille, holy symbol Asomodeus	torso	-			Backpack of holding III (1000 lb) (3)	7400	
	1	composite longbow +1 (any STR auto fit)					Monocle of perusal: +5 on Appraise, 3/day identify	6500	
							RAGS OF RESTRAINT: use special attack or ki-pool to heal 13 HP's (swift command)	3200	
							dragon mask: 2/day see invisibility for 5 minutes	4000	
							bracers of archery, greater +2 att + 1 dmg	25000	

BAGS & CONTAINERS

BAG	BAG & CONTAINER TYPE / NAME	VOLUME	WEIGHT	NOTES
bp	backpack	40 liter	40	

ATTACH SYMBOLS TO YOUR BAGS, BELTS AND CONTAINERS TO EASILY IDENTIFY THEM IN YOUR EQUIPMENT LISTINGS.

ENCUMBRANCE

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT	173 lbs. or less	NORMAL	NORMAL	NORMAL
MEDIUM	174 - 346 lbs.	+3	-3	x4
HEAVY	347 - 520 lbs.	+1	-6	x3

WORN ITEMS

LOCATION	WORN ITEM
HEAD	headband of WIS +2 + disguise
FACE	
THROAT	periapt of nat. armour +3
SHOULDERS	cloak of resistance +3 (9000)
BODY	bodywrap of mighty strikes +3 (2 att /md) (27000)
TORSO	
ARMS	bracers of archery, lesser (5000)
HANDS	gloves of corrosive +1d6 acid dmg (8000)
WAIST	belt of bodily excelence +STR,DEX,CON
FEET	boots of big stepping (6000)
RING	protection +5 defl AC (50000)
RING	of vengeance 3x/day, on crit +5d6 dmg
MISC	
MISC	

CHARGED ITEMS & ABILITIES

BAG	ABILITY NAME & DESCRIPTION	SAVE DC	CHARGES
bp	potion CLW		1
bp	potion enlarge person: 1 min +2 STR -2 DEX -1 att / AC 10ft reach		2
bp	fles goede whiskey		12
bp	Kruidenbitter, sterk spul, wordt je slaperig		12

NOTES & EXTRA FEATS

A 60-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. A rope of climbing can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied, but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

DRAGON MARK: DC 10 + CHA + spell lvl, caster lvl = 1/2 lvl (least): MAGE ARMOUR +4, 4 hours

- bonus feat (lvl 5B): falling star strike
- feat (lvl 12): fists of iron
- bonus feat (lvl 3B): unbalancing strike
- feat (team): escape route
- bonus feat (lvl 1B): freezing the lifeblood
- feat (lvl 10): ki flow medicine
- feat (lvl 8): weakening touch
- feat (lvl 6): tomb-tainted soul
- feat (lvl 4): stunning fist
- feat (lvl 2): weapon focus, grapple (+1 att)
- feat (lvl 1): weapon focus, unarmed (+1 att)
- bonus feat (lvl 6): improved trip attack
- bonus feat (lvl 2): deflect arrows, once per round deflect an arrow that otherwise hits.
- bonus feat (lvl 1): improved grapple. No AoO for a unarmed touch attack. +4 op grapple
- free feat: improved unarmed strike.

A: AC bonus +2
- gift, +1 op grapple
- unarmed strike
A: flurry of blows +9/+9/+9/+4

TOTAL WEIGHT 80 lbs

WEALTH

PP	GP	SP	CP	MISC
	23785	8	8	

EXPERIENCE

CURRENT EXPERIENCE
EXPERIENCE NEEDED TO LEVEL (LEVEL X 1000)

LANGUAGES

Common, Orc, Abyssal

COMPANION, FAMILIAR, PSICRYSTAL

NAME:
RACE / TEMPLATE:
CLASS: LEVEL / HD:

ABILITY	ABILITY SCORE	COMBAT MODIFIERS	
STR STRENGTH		HP HITPOINTS	STATUS CURRENT HITPOINTS
DEX DEXTERITY		AC ARMOR CLASS	
CON CONSTITUTION		INIT INITIATIVE	
INT INTELLIGENCE		SPD SPEED	FORT FORTITUDE
WIS WISDOM		BAB ATTACK BONUS	REF REFLEX
CHA CHARISMA		GRP GRAPPLE	WILL WILLPOWER
1ST	2ND	3RD	4TH
		DMG / CRIT	

SPECIAL QUALITIES & ATTACKS PAGE REF

racial: +2 STR, -2 INT, -2 CHA
racial: darkvision 60ft
class: speed +30ft
racial: Orc blood

skillpoints: ((int+4) × 4) + 12×(int+4) + (13×2) = 74
level 4 = +1 DEX, level 8 = +1 DEX