

Illea

NAME

PLAYERNAME

DEITY

Lawful Good

ALIGNMENT

Mnk20

CLASS

190000

EXPERIENCE

Human

RACE

Medium

SIZE

6' 1"

HEIGHT

160 lbs.

WEIGHT

20

Character Level

210000

NEXT LEVEL

19

AGE

Female

GENDER

Grey

EYES

White,

HAIR

-1

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	11	+0	11	+0	11	+0
INT Intelligence	13	+1	13	+1	13	+1
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	13	+1	13	+1	13	+1

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
HP	132			10/Magic	Walk 90 ft.
AC	armor class	35	32	27	10
	TOTAL	FLAT	TOUCH	BASE	
				ARMOR BONUS	SHIELD BONUS
				STAT	SIZE
				NATURAL	MISC
				MISS CHANCE	ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE	modifier	+7	+3	+4
	TOTAL	DEX MODIFIER	MISC MODIFIER	
BASE ATTACK	bonus	+15/+10/+5		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+13	+12	+0	+1	+0	+0		
REFLEX (dexterity)	+16	+12	+3	+1	+0	+0		
WILL (wisdom)	+17	+12	+4	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+17/+12/+7	+15/+10/+5	+1	+0	+1	+0	
RANGED attack bonus	+19/+14/+9	+15/+10/+5	+3	+0	+1	+0	
GRAPPLE attack bonus	+17/+12/+7	+15/+10/+5	+1	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+22/+17/+12	2d10+6	20/x2

*Flurry of Blows	CURRENT HAND	TYPE	SIZE	CRITICAL
	Equipped	B	M	20/x2
	TOTAL ATTACK BONUS	DAMAGE		
	+22/+22/+22/+17/+12	2d10+6		

Special Properties

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
*Belt, Monk's		+0		+0	0
*Bracers of Armor +8		+8		+0	0
*Ring of Protection +5		+5		+0	0

STUNNING FIST

Uses per day

WHOLENESS OF BODY

HP per day

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	2	= 1 +	+ 1	
Balance	DEX	16	= 3 + 10.0 +	3	
Bluff	CHA	2	= 1 +	+ 1	
Climb	STR	12	= 1 + 10.0 +	1	
Concentration	CON	11	= 0 + 10.0 +	1	
Craft (Untrained)	INT	2	= 1 +	+ 1	
Diplomacy	CHA	4	= 1 +	+ 3	
Disguise	CHA	2	= 1 +	+ 1	
Escape Artist	DEX	4	= 3 +	+ 1	
Forgery	INT	2	= 1 +	+ 1	
Gather Information	CHA	2	= 1 +	+ 1	
Heal	WIS	5	= 4 +	+ 1	
Hide	DEX	18	= 3 + 14.0 +	1	
Intimidate	CHA	2	= 1 +	+ 1	
Jump	STR	48	= 1 + 20.0 +	27	
Knowledge (Arcana)	INT	7	= 1 + 5.0 +	1	
Knowledge (Religion)	INT	7	= 1 + 5.0 +	1	
Listen	WIS	15	= 4 + 10.0 +	1	
Move Silently	DEX	18	= 3 + 14.0 +	1	
Ride	DEX	4	= 3 +	+ 1	
Search	INT	12	= 1 +	+ 11	
Sense Motive	WIS	15	= 4 + 10.0 +	1	
Spot	WIS	25	= 4 + 10.0 +	11	
Survival	WIS	5	= 4 +	+ 1	
Swim	STR	12	= 1 + 10.0 +	1	
Tumble	DEX	16	= 3 + 10.0 +	3	
Use Rope	DEX	4	= 3 +	+ 1	

[]: can be used untrained. [X]: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Mighty Fists +5	Equipped	1	0.0	150000.0
Belt, Monk's	Equipped	1	1.0	13000.0
Boots of Speed	Equipped	1	1.0	12000.0
Bracers of Armor +8	Equipped	1	1.0	64000.0
Ioun Stone (Lavender and Green)	Equipped	1	0.0	40000.0
Ioun Stone (Pale Green) <small>+1 Competence bonus to ability checks</small>	Equipped	1	0.0	30000.0
Ioun Stone (Pearly White)	Equipped	1	0.0	20000.0
Ring of Protection +5	Equipped	1	0.0	50000.0
Ring of Regeneration	Equipped	1	0.0	90000.0
Robe of Eyes <small>Can't avert eyes from Gaze Attack</small>	Equipped	1	1.0	120000.0
Flurry of Blows	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	589000.0 gp

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

SPECIAL ABILITIES
Abundant Step (Su)
Diamond Body (Su)
Diamond Soul (Ex)
Empty Body (Su) 20 rounds/day
Greater Flurry of Blows (Ex)
Improved Evasion (Ex)
Ki Strike (Magic and Lawful and Adamantine)
Perfect Self (Su)
Purity of Body (Ex)
Quivering Palm (Su) 1/week (DC 24)
Slow Fall (Any Distance)
Still Mind (Ex)
Stunning Fist attack 21/day (DC 24)
Timeless Body (Ex)
Tongue of the Sun and Moon
Wholeness of Body (Su) 40 hp/day

FEATS	
Combat Expertise	When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number as a dodge bonus to your Armor Class.
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Improved Disarm	You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.
Improved Initiative	You get a +4 bonus on initiative checks.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Run	When running, you move five times your normal speed or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start, you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.
Spring Attack	When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.
Improved Unarmed Strike	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.
Deflect Arrows	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 Trip	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	You may stun an opponent with a carefully placed unarmed attack.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling, Spells(Ray), Unarmed Strike

LANGUAGES
Common

TEMPLATES
Monk Outsider