

Jayazi  
 CHARACTER  
 Vudrani (Human) Medium Female  
 RACE & LA SIZE GENDER  
 18 Lawful Neutral Irori  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Vudrani

David  
 PLAYER  
 5'6" 110 lbs black dk brown mahogany  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Niswan, Jalmeray  
 HOMETLAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	14	2	14			
<b>DEX</b>	16	3	16			
<b>CON</b>	18	4	18			
<b>INT</b>	10	0	10			
<b>WIS</b>	14	2	12	2		
<b>CHA</b>	14	2	14			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
13	12	1	Monk	0	5	1	2	2	2	1
TOTAL HP			TOTALS		0	5	1	2	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	14	-10+	0	0	3	1				
<b>TOUCH</b>	14	-10+			3	1				
<b>FLAT-FOOT</b>	10	-10+	0	0	0					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	6	2	4			
<b>REF</b>	5	2	3			
<b>WILL</b>	4	2	2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	2	0		2		
<b>RANGED</b>	3	0		3		
<b>CMB</b>	4	0	CON	4		
<b>CMD</b>	16	-10+	BOB	5		



**FEATS & FEATURES**  
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Human, +2 any ability; bonus feat & subrace feat Power Attack -1 attack, +2 damage  
 Skilled: Humans Gain add'l rank at each level Improved Initiative +4  
 Class: Monk HD: d8 skills: 4 + Int Mod Weapon Focus +1 (Unarmed Strike)  
 Flurry of Blows: 2 Unarmed Strikes -1/-1  
 Improved Unarmed Strike  
 Dodge +1 AC  
 Stunning Fist (1/day) stun 1 rnd if save failed  
 Armor Prof: None; Weapon Prof: shuriken et al.  
 Racial Trait:

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	5
<input checked="" type="checkbox"/> ACROBATICS *	DEX	7	1	3	3
<input type="checkbox"/> APPRAISE	INT	0		0	
<input type="checkbox"/> BLUFF	CHA	2		2	
<input checked="" type="checkbox"/> CLIMB *	STR	6	1	2	3
<input checked="" type="checkbox"/> CRAFT:	INT	0		0	
<input type="checkbox"/> DIPLOMACY	CHA	2		2	
<input type="checkbox"/> DISABLE DEVICE *	DEX			3	
<input type="checkbox"/> DISGUISE	CHA	2		2	
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	7	1	3	3
<input type="checkbox"/> FLY *	DEX	3		3	
<input type="checkbox"/> HANDLE ANIMAL	CHA			2	
<input type="checkbox"/> HEAL	WIS	2		2	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	2		2	
<input checked="" type="checkbox"/> KN: history	INT			0	
<input checked="" type="checkbox"/> KN: religion	INT			0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> LINGUISTICS	INT			0	
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	1	2	3
<input checked="" type="checkbox"/> PERFORM:	CHA	2		2	
<input checked="" type="checkbox"/> PROF:	WIS			2	
<input checked="" type="checkbox"/> RIDE *	DEX	3		3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	2		2	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3	
<input type="checkbox"/> SPELLCRAFT	INT			0	
<input checked="" type="checkbox"/> STEALTH *	DEX	7	1	3	3
<input type="checkbox"/> SURVIVAL	WIS	2		2	
<input checked="" type="checkbox"/> SWIM *	STR	2		2	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			2	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

MARK A  TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.  
 \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW  MEDIUM  FAST  0 / 2,000

SPEED BASE 30 FLY SWIM CLIMB MISC

INIT 7 = 3 DEX MOD + 4 MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
unarmed strike	+2+2	1d6	20,x2		B		
shuriken	+3	1d2	20,x2	10	P	0.1	