

Kuri

CHARACTER: **astomoi (B5-37)** Medium female

RACE & LA: **100** lawful neutral **Pharasma (ISG-116)**

AGE: **100** ALIGNMENT: **lawful neutral** DEITY: **Pharasma (ISG-116)**

PLAYER: **5'8"** 135 lbs black **black** black

HEIGHT: **5'8"** WEIGHT: **135 lbs** HAIR: **black** EYES: **black** SKIN: **black**

HOMELAND & BACKGROUND OCCUPATION: **Monastery of the Veil, Ulcazar, Ustalav (ISWG-192)**

LANGUAGES: **common, abyssal, infernal & celestial (cannot speak)**



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	14			
DEX	14	2	14			
CON	12	1	14	-2		
INT	16	3	14	2		
WIS	25	7	23	2		
CHA	14	2	14			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
9	9	1	Monk	0	7		2	2	2	1
TOTAL HP			TOTALS							
			0	7	0	2	2	2	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	0	0	2	1	7			
TOUCH	13	-10+		2		1				
FLAT-FOOT	17	-10+	0	0	0		7			

SKILLS

	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX 6	1	2	3	
<input type="checkbox"/> APPRAISE	INT 3		3		
<input type="checkbox"/> BLUFF	CHA 2		2		
<input checked="" type="checkbox"/> CLIMB *	STR 6	1	2	3	
<input checked="" type="checkbox"/> CRAFT:	INT 3		3		
<input type="checkbox"/> DIPLOMACY	CHA 2		2		
<input type="checkbox"/> DISABLE DEVICE *	DEX		2		
<input type="checkbox"/> DISGUISE	CHA 2		2		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX 6	1	2	3	
<input type="checkbox"/> FLY *	DEX 2		2		
<input type="checkbox"/> HANDLE ANIMAL	CHA		2		
<input type="checkbox"/> HEAL	WIS 7		7		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 2		2		
<input checked="" type="checkbox"/> KN: history	INT 7	1	3	3	
<input checked="" type="checkbox"/> KN: religion	INT		3		
<input type="checkbox"/> KN:	INT		3		
<input type="checkbox"/> KN:	INT		3		
<input type="checkbox"/> KN:	INT		3		
<input type="checkbox"/> KN:	INT		3		
<input type="checkbox"/> LINGUISTICS	INT		3		
<input checked="" type="checkbox"/> PERCEPTION	WIS 11	1	7	3	
<input checked="" type="checkbox"/> PERFORM:	CHA 2		2		
<input checked="" type="checkbox"/> PROF:	WIS		7		
<input checked="" type="checkbox"/> RIDE *	DEX 2		2		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 11	1	7	3	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX		2		
<input type="checkbox"/> SPELLCRAFT	INT		3		
<input checked="" type="checkbox"/> STEALTH *	DEX 6	1	2	3	
<input type="checkbox"/> SURVIVAL	WIS 7		7		
<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				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	2	1	2		
REF	6	2	2	2		
WILL	11	2	7	2		

COMBAT NOTES & MODIFIERS

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	2	0		2		
RANGED	2	0		2		
CMB	2	0	STR	2		
CMD	15	-10+	BOB	4		

FEATS & FEATURES

Race: **Astomoi (B5-37)** Dodge **+1 AC**

Scent: **detect others 30' upwind, 60' downwind** Lightning Reflexes* **+2 Reflex, *when unarmed only**

Telepathic Senses - **mentally sense 60' per darkvision** Iron Will* **+2 Will**

Sensitive Breath (Ex) **-2 vs disease & inhaled poisons** Great Fortitude* **+2 Fortitude**

Mouthless - **don't eat or drink; telepathy 100'**

Class: **Monk (PCR-56) HD d8, skills 4+Int Mod**

Weapon Prof: **various incl. dagger, quarterstaff, crossbow, etc.**

Armor Prof: **none**

AC Bonus (Ex) **Add Wis Mod to AC +x**

Flurry of Blows (Ex) **two attacks at -1 attack**

Improved Unarmed Strike **1d6 dam (PCR-58)**

Stunning Fist - **stun opponents (PCR-135)**

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**

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	2	= 2	DEX MOD	+	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		1d6	20,x2				+stun, 2 attacks @ -1