

**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
<b>STR</b>	<b>18</b>	<b>4</b>	<b>14</b>			<b>4</b>
<b>DEX</b>	<b>14</b>	<b>2</b>	<b>14</b>			
<b>CON</b>	<b>12</b>	<b>1</b>	<b>14</b>	<b>-2</b>		
<b>INT</b>	<b>16</b>	<b>3</b>	<b>14</b>	<b>2</b>		
<b>WIS</b>	<b>31</b>	<b>10</b>	<b>23</b>	<b>2</b>	<b>4</b>	<b>2</b>
<b>CHA</b>	<b>14</b>	<b>2</b>	<b>14</b>			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>72</b>	<b>72</b>	<b>10</b>	<b>Monk</b>	<b>7</b>	<b>70</b>		<b>7</b>	<b>7</b>	<b>7</b>	<b>10</b>
NONLETHAL HP DAM										
TEMPORARY HP										
<b>TOTAL HP</b>	<b>72</b>	<b>FAVORED CLASS</b>	<b>TOTALS</b>	<b>7</b>	<b>70</b>	<b>0</b>	<b>7</b>	<b>7</b>	<b>7</b>	<b>10</b>

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>29</b>	<b>-10+</b>	<b>0</b>	<b>0</b>	<b>2</b>	<b>1</b>			<b>12</b>	<b>4</b>
<b>TOUCH</b>	<b>29</b>	<b>-10+</b>			<b>2</b>	<b>1</b>			<b>12</b>	<b>4</b>
<b>FLAT-FOOT</b>	<b>26</b>	<b>-10+</b>	<b>0</b>	<b>0</b>	<b>0</b>				<b>12</b>	<b>4</b>

ARMOR CHECK PENALTY: **0**

MAXIMUM DEX: **--**

SPELL FAILURE: **0%**

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>10</b>	<b>7</b>	<b>1</b>	<b>2</b>		
<b>REF</b>	<b>11</b>	<b>7</b>	<b>2</b>	<b>2</b>		
<b>WILL</b>	<b>19</b>	<b>7</b>	<b>10</b>	<b>2</b>		

COMBAT NOTES & MODIFIERS

**second attack +2 BAB**

**+4 AC vs opportunity**

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>11</b>	<b>7</b>		<b>4</b>		
<b>RANGED</b>	<b>9</b>	<b>7</b>		<b>2</b>		
<b>CMB</b>	<b>20</b>	<b>7</b>	<b>WIS</b>	<b>10</b>		<b>3</b>
<b>CMD</b>	<b>24</b>	<b>-10+</b>	<b>B7B</b>	<b>DODGE &amp; DEFLECT</b>	<b>STA &amp; DEX</b>	<b>6</b>

SKILLS										
	TOTAL	RANKS	ABILITY	TRAINED	MISC	RANKS TOTAL				
<input checked="" type="checkbox"/> ACROBATICS *	DEX	20	5	2	3	10				
<input type="checkbox"/> APPRAISE	INT	3		3						
<input type="checkbox"/> BLUFF	CHA	2		2						
<input checked="" type="checkbox"/> CLIMB *	STR	12	5	4	3					
<input checked="" type="checkbox"/> CRAFT:	INT	7	1	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	10	5	2	3					
<input type="checkbox"/> FLY *	DEX	2		2						
<input type="checkbox"/> HANDLE ANIMAL	CHA			2						
<input type="checkbox"/> HEAL	WIS	10		10						
<input checked="" type="checkbox"/> INTIMIDATE	CHA	10	5	2	3					
<input checked="" type="checkbox"/> KN: history	INT	12	6	3	3					
<input checked="" type="checkbox"/> KN: religion	INT	11	5	3	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	23	10	10	3					
<input checked="" type="checkbox"/> PERFORM:	CHA	6	1	2	3					
<input checked="" type="checkbox"/> PROF: rope making	WIS	14	1	10	3					
<input checked="" type="checkbox"/> RIDE *	DEX	6	1	2	3					
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	23	10	10	3					
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			2						
<input type="checkbox"/> SPELLCRAFT	INT			3						
<input checked="" type="checkbox"/> STEALTH *	DEX	15	10	2	3					
<input type="checkbox"/> SURVIVAL	WIS	10		10						
<input checked="" type="checkbox"/> SWIM *	STR	12	5	4	3					
<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									

**FEATS & FEATURES**

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Astomoi (B5-37)	Dodge +1 AC
Scent: detect others 30' upwind, 60' downwind	Mobility +4 AC vs opportunity
Telepathic Senses - mentally sense 60' per darkvision	Lightning Reflexes* +2 Reflex, *when unarmed only
Sensitive Breath (Ex) -2 vs disease & inhaled poisons	Great Fortitude* +2 Fortitude
Mouthless - don't eat or drink; telepathy 100'	Iron Will* +2 Will
Class: Monk (PCR-56) HD d8, skills 4+Int Mod	Improved Initiative +4
Weapon Prof: various incl. dagger, quarterstaff, crossbow, etc.	Gorgon's Fist - stagger slowed foes
Armor Prof: none	Scorpion Style - slow foes to 5' for Wis Mod rnds (fort save)
AC Bonus (Ex) Add Wis Mod to AC +x=2=12	Improved Evasion (Ex) - no dam on reflex save, 1/2 dam on fail
Flurry of Blows (Ex) four attacks at +8/+8/+3/+3 attack	Wholeness of Body (Su) - heal self (see next page)
Improved Unarmed Strike 1d10 dam (PCR-58)	Purity of Body (Ex) - immunity to all disease
Stunning Fist - stun, fatigue or sicken opponents (PCR-135)	High Jump +lvl to acrobatics jump
Fast Movement +x=30'	Slow Fall 40' (PCR-59)
Maneuver Training (Ex) +10 in CMB instead of BAB	Unarmed attacks = magic, cold iron, silver, lawful
Still Mind +2 save vs enchantment	Ki Pool = lvl/2 + Wis Mod, =15 (see next page)

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: **0** / **2,000**

SLOW  MEDIUM  FAST

SPEED	BASE	FLY	SWIM	CLIMB	MISC
<b>60</b>	<b>60</b>				

**INIT** **6** = **2** DEX MOD + **4** MISC MOD

**HERO**

**SR** **DR**

**RESISTANCES** **immune to disease**

**POOL POINTS** **15** **ki**

**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 (gauntlets of mighty fists)	+9+2+3	1d10+2+4+3	20,x2				+stun+, 4 attacks @ +8/+8/+3/+3

