

**CHARACTER**  
 CHARACTER: Nagaji medium male  
 RACE & LA: Nagaji medium male  
 AGE: 23 Alignment: Lawful Neutral Deity: Nalinivati (DE-61)  
 LANGUAGES: Nagaji, Tien

**PLAYER**  
 HEIGHT: 6'7" WEIGHT: 250 lbs HAIR: none EYES: yellow SKIN: green  
 Zom Kullan, Nagajor, Tian Xia (DE-33)  
 HOMETOWN & 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>	20	5	18	2		
<b>DEX</b>	20	5	20			
<b>CON</b>	20	5	20			
<b>INT</b>	14	2	16	-2		
<b>WIS</b>	16	3	16			
<b>CHA</b>	18	4	16	2		

HITPOINTS				CLASS RECORDER							
CURRENT HP	HP GAINED	HD	FAVORED CLASS	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
13	13	1		Monk	0	6		2	2	2	1
<b>TOTAL HP</b>				<b>TOTALS</b>	0	6	0	2	2	2	1

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	20	-10+	0	0	5	1	1		3	
<b>TOUCH</b>	16	-10+			5	1				
<b>FLAT-FOOT</b>	11	-10+	0	0	0		1			

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	7	2	5			
<b>REF</b>	7	2	5			
<b>WILL</b>	5	2	3			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	5	0	5			
<b>RANGED</b>	5	0	5			
<b>CMB</b>	5	0	CON	5		
<b>CMD</b>	21	-10+	BOB	10		



SKILLS				
TOTAL	RANKS	ABILITY	TRAINED	MISC
5		DEX	5	
2		INT	2	
4		CHA	4	
5		STR	5	
2		INT	2	
4		CHA	4	
4		CHA	4	
5		DEX	5	
5		DEX	5	
		CHA	4	
3		WIS	3	
8	1	CHA	4	3
		INT	2	
6	1	INT	2	3
		INT	2	
		INT	2	
		INT	2	
		INT	2	
7	1	WIS	3	3
4		CHA	4	
5		DEX	5	
7	1	WIS	3	3
		DEX	5	
		INT	2	
9	1	DEX	5	3
3		WIS	3	
9	1	STR	5	3
		CHA	4	
		STR		
		STR		
		STR		
		STR		
		STR		

**FEATS & FEATURES**

Race: Nagaji (reptilian) (ARG-196) Dodge +1 AC  
 Low-light vision; Armored Scales +1 AC Stunning Fist - stun a foe (lv/day) DC 10+lv/2+WisMod  
 Resistant +2 saves vs mind-effects & poison Combat Reflexes - add'l Dex Mod opportunity attacks  
 Hypnotic Gaze (Sp) - hypnotize for 1 rnd (1/day) DC 11+Cha Mod  
 Spit Venom - ranged touch attack 10', fort save or blinded 1d6 rnds  
 - DC 10+lv/2+Con Mod; x=1/day  
 Class: Monk (PCR-56) HD d8, skills 4 + Int Mod  
 Weapon prof:  
 Armor Prof: None  
 AC Bonus Add Wis Mod to AC; +1/4 lvs  
 Flurry of Blows: Add'l attack -1/-1  
 Unarmed Strike

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR none						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Unarmed Strike	+5	1d6+5	20,x2		B		
shuriken (10)	+5	1d2+5	20,x2	10	P	1.0	
temple sword	+5	1d8+5	19-20,x2		S	6.0	

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** 30  
**INIT** 5 = 5 DEX MOD + MISC MOD  
**HERO**  
**SR** **DR**  
**RESISTANCES**  
**POOL POINTS**

