

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

PLAYER: **6'7"** 250 lbs none yellow green
 HEIGHT WEIGHT HAIR EYES SKIN
Zom Kullan, Nagajor, Tian Xia (DE-33)
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	28	9	18	2	4	4
DEX	20	5	20			
CON	20	5	20			
INT	14	2	16	-2		
WIS	16	3	16			
CHA	18	4	16	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
112	112	10	Monk	7	60		7	7	7	10
TOTAL HP			TOTALS							
			7	60	0	7	7	7	10	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	26	-10+	4	0	5	1	1		5	
TOUCH	16	-10+			5	1				
FLAT-FOOT	15	-10+	4	0	0		1			

SAVING THROWS					
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	14	7	5		2
REF	14	7	5		2
WILL	12	7	3		2

ATTACKS					
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	16		9		
RANGED	12		5		
CMB	15	7	CON	5	3
CMD	38	-10+	7B	14	6



FEATS & FEATURES
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER 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	- or fatigued, sickened
Hypnotic Gaze (Sp) - hypnotize for 1 rnd (1/day) DC 11+Cha Mod	Combat Reflexes - add'l Dex Mod opportunity attacks
Spit Venom - ranged touch attack 10', fort save or blinded 1d6 rnds	Improved Critical (unarmed strike) double range
- DC 10+lv/2+Con Mod; x=4/day	Vital Strike & Improved Vital Strike - dam x3 on one attack
Class: Monk (PCR-56) HD d8, skills 4 + Int Mod	Deflect Arrows - avoid 1 ranged attack /rnd
Weapon prof: selected weapons; Armor Prof: None	Critical Focus +4 confirm critical
AC Bonus Add Wis Mod to AC; +1/4 lvs	Wholeness of Body (Su) heal lv hp for 2 ki points
Flurry of Blows: Add'l attack +8/+8/+3/+3	Purity of Body (Ex) - Immune to all disease
Unarmed Strike 1d10 dam	High Jump (Ex) +20 acrobatics check for jumps
Fast Movement - increase speed by 30'	Slow Fall (Ex) - reduce fall damage by x=50' near wall
Evasion, Improved Evasion - reflex save 0 dam, miss 1/2 dam	Ki Pool (Su) lv/2 + Wis Mod = 8
Maneuver Training (Ex) CMB uses lv instead of BAB	unarmed strikes - magic, silver, cold iron & lawful
Still Mind (Ex) +2 save vs enchantment	1 pt - add'l attack, speed +20' for 1 rnd, or +4 AC for 1 rnd

SKILLS					
TOTAL	RANKS	ABILITY	TRAINED	MISC	RANKS TOTAL
38	6	5	3	24	60
<input checked="" type="checkbox"/> ACROBATICS	DEX	2	2		
<input type="checkbox"/> APPRAISE	INT	4	4		
<input type="checkbox"/> BLUFF	CHA	15	3	9	3
<input checked="" type="checkbox"/> CLIMB	STR	6	1	2	3
<input checked="" type="checkbox"/> CRAFT: holy symbols	INT	4	4		
<input type="checkbox"/> DIPLOMACY	CHA			5	
<input type="checkbox"/> DISABLE DEVICE	DEX	4	4		
<input checked="" type="checkbox"/> DISGUISE	CHA	13	3	5	3
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	5	5		
<input checked="" type="checkbox"/> FLY	DEX			4	
<input type="checkbox"/> HANDLE ANIMAL	CHA	3	3		
<input checked="" type="checkbox"/> HEAL	WIS	10	3	4	3
<input checked="" type="checkbox"/> INTIMIDATE	CHA	8	3	2	3
<input checked="" type="checkbox"/> KN: history	INT	10	5	2	3
<input checked="" type="checkbox"/> KN: religion	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> LINGUISTICS	INT	16	10	3	3
<input checked="" type="checkbox"/> PERCEPTION	WIS	8	1	4	3
<input checked="" type="checkbox"/> PERFORM:	CHA	7	1	3	3
<input checked="" type="checkbox"/> PROF: ritualist	WIS	9	1	5	3
<input checked="" type="checkbox"/> RIDE	DEX	18	10	3	3
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS			5	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2	
<input type="checkbox"/> SPELLCRAFT	INT	18	10	5	3
<input checked="" type="checkbox"/> STEALTH	DEX	3	3		
<input type="checkbox"/> SURVIVAL	WIS	15	3	9	3
<input checked="" type="checkbox"/> SWIM	STR			4	
<input type="checkbox"/> USE MAGIC DEVICE	CHA				
<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 **105,000 / 105,000**

SPEED	BASE	FLY	SWIM	CLIMB	MISC
60	30				30
INIT	7	= 5 DEX MOD + 2 MISC MOD			
HERO					
SR		DR			
RESISTANCES					
POOL POINTS	8	Ki Pool			

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Nagaji Snake Scale Polish of Hardness	4					
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Unarmed Strike (gauntlets of giant strength +2)	+14+2	1d10+9	19-20,x2		B,P		
elemental shuriken +3 (30)	+12+3	1d2+9+3+1d6 elemental	19-20,x2	20	P	1.0	
Sword of the Guardians of the Nalinivati Temple +4	+14+4	1d8+9+4	19-20,x2		S	6.0	

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
More Feats			
Snake Style - P damage, +2 Sense Motive, Use Sense Motive Check as AC			
Snake Sidewind - +4 CMD, acrobatics, save vs prone & move 5' after unarmed critical			
Snake Fang - after miss, make opportunity attack, if hit, make another			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Nagaji Coiled Ring of Well Roundedness			
	- +2 Will, +2 Reflex, +2 Fortitude, +2 Initiative			
	Nagaji Snake Scale Polish of Hardness			
	+4 AC, +2 Escape Artist, +2 CMD escape grapple			
	elemental shuriken +3 (range 20', critical 19-20)			
	5 adamantium + 1d6 electric damage	5		0.5
	5 silver + 1d6 fire damage	5		0.5
	5 cold iron + 1d6 cold damage	5		0.5
	5 silver + 1d6 poison damage	5		0.5
	5 ghost touch + 1d6 acid damage	5		0.5
	Sword of the Guardians of the Nalinivati Temple +4			
	- +1d6 ongoing poison dam (DC 10+lv/2+Con Mod)			
	- polymorph into Emperor Cobra (as wild shape) (B2-252) (1/day)			
	- baleful polymorph, target becomes constrictor snake (B1-255) (1/day)			
	- speak w/ snakes & snake-like beasts (naga et al.) (at will)			
	- control animal (snakes only) (1/day)			
	gauntlets of giant strength +4 Strength, +2 unarmed attack			

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
7.0	0.0	2.5		9.5

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
404	809	1213		1213	2426	6065
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>	MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>		