

Bob

Human Monk 1

LN Medium Humanoid

Init: +2

Senses: Perception +6

DEFENSE

AC: 15 (10, +2 Dex, +2 Wis, +1 dodge)

Touch: 15

Flat-footed: 12

HP: 13 (1d8+5)

Fort: +3 (2 base, +1 Con)

Ref: +4 (2 base, +2 Dex)

Will: +4 (2 base, +2 Wis)

Defensive Abilities:

OFFENSE

Speed: 30 ft.

Melee:

Unarmed Strike +4 (1d6+4/x2)

Kama +4 (1d6+4/x2)

Flurry of Blows Unarmed +3/+3 (1d6+4/x2)

Ranged:

Shuriken +3 (1d2+5/x2)

Flurry of Blows Shuriken +2/+2 (1d2+5/x2)

Special Attacks: Stunning Fist, 1/day (DC 12)

STATISTICS

Str: 18 +4 (16 base, +2 racial)

Dex: 14 +2 (14 base)

Con: 12 +1 (12 base)

Int: 10 +0 (10 base)

Wis: 14 +2 (14 base)

Cha: 8 -1 (8 base)

BAB: +0; **CMB:** +4; **CMD:** 19

Feats: Dodge, Improved Unarmed Strike, Point Blank Shot, Stunning Fist, Toughness

Skills: Acrobatics +6(1r), Climb +8(1r), Knowledge (Religion) +4(1r), Perception +6(1r), Stealth +6(1r)

Languages: Common

Special Qualities: +2 to Str, Bonus Feat, +1 Skill per level

Class Abilities: Flurry of Blows, Improved Unarmed Strike, Stunning Fist (1/day)

Equipment:

Monk Outfit (0gp)

Backpack (2gp)

Bedroll (0.1gp)

Waterskin (1gp)

Kama (2gp)

20 Shuriken (4gp)

Money: 25.9gp

35gp