

Bob

Human Monk 10

LN Medium Humanoid

Init: +3

Senses: Perception +16

DEFENSE

AC: 24 (10, +3 armor, +3 Dex, +3 Wis, +3 monk, +1 deflection, +1 dodge)

Touch: 21

Flat-footed: 20

HP: 93 (10d8+40)

Fort: +11 (7 base, +2 Con, +2 resistance)

Ref: +12 (7 base, +3 Dex, +2 resistance)

Will: +12 (7 base, +3 Wis, +2 resistance) (+2 vs. enchantment)

Defensive Abilities: Improved Evasion, Immune to disease

OFFENSE

Speed: 60 ft.

Melee:

Unarmed Strike +15 (4d6+7/x2)

Kama +14 (2d6+6/x2)

Flurry of Blows Unarmed +16/+16/+11/+11 (2d6+7/x2)

Flurry of Blows Kama +15/+15/+10/+10 (1d6+6/x2)

Ranged:

Shuriken +12 (1d2+8/x2)

Flurry of Blows Shuriken +13/+13/+8/+8 (1d2+8/x2)

Special Attacks: Stunning Fist, 11/day (DC 18)

STATISTICS

Str: 22 +6 (16 base, +2 racial, +2 level, +2 enhancement)

Dex: 16 +3 (14 base, +2 enhancement)

Con: 14 +2 (12 base, +2 enhancement)

Int: 10 +0 (10 base)

Wis: 16 +3 (14 base, +2 enhancement)

Cha: 8 -1 (8 base)

BAB: +7/+2; **CMB:** +16; **CMD:** 33

Feats: Blind Fight, Deflect Arrows, Dodge, Far Shot, Improved Trip, Improved Unarmed Strike, Medusa's Wrath, Point Blank Shot, Stunning Fist, Toughness, Vital Strike, Weapon Focus (Unarmed Strike)

Skills: Acrobatics +16(+38 Jump)(10r), Climb +19(10r), Knowledge (Religion) +8(5r), Perception +16(10r), Sense Motive +11(5r), Stealth +16(10r)

Languages: Common

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

Class Abilities: Improved Evasion, Fast Movement, Flurry of Blows, High Jump, Improved Unarmed Strike, Ki Pool (Magic/Cold iron/Silver/Lawful, 8 pts), Maneuver Training, Purity of Body, Slow Fall (50'), Still Mind, Stunning Fist (10/day), Wholeness of Body (Heal 10, 2ki)

Equipment:

Monk Outfit (0gp)

Handy Haversack (2,000gp)

Bedroll (0.1gp)

Waterskin (1gp)

Amulet of Mighty Fists +1 (4,000gp)

Belt of Physical Perfection +2 (16,000gp)

Headband of Inspired Wisdom +2 (4,000gp)

Bracers of Armor +3 (9,000gp)

Cloak of Resistance +2 (4,000gp)

Monk's Robe (13,000gp)

Ring of Protection +1 (2,000gp)

20 +1 Adamant Shuriken (2,004gp)

6 Potion of Cure Light Wounds (300gp)

3 Potion of Cure Moderate Wounds (900gp)

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Money: 4,794.9gp

62,000gp