Character Name Sigrun			Size Medium
Ancestry Hooman	**Background** Nomad		
Class Monk	**LVL** 1	XP 0 / 1000	
Alignment NE	**Deity** Pharasma / Irori	**Age** 19	**Gender** F
Languages Common, Skald			

Speed 25	Class DC 14	Key Dex	Hero Points	

HP Max 20	Current 20	Temporary

Perception	3	Wis	2	TEML □	T	Prof	1	Item

Fortitude	4	Con	2	TEML □	E	Prof	2	Item
Reflex	5	Dex	3	TEML □	E	Prof	2	Item
Will	4	Wis	2	TEML □	E	Prof	2	Item

AC	15	Dex / Cap	3	TEML □	E	Prof	2	Item
TAC	15	Dex / Cap	3	TEML □	E	Prof	2	Item

Strength	1	□ 12	**Intelligence**	-1	□ 8
Dexterity	3	□ 16	**Wisdom**	2	□ 14
Constitution	2	□ 14	**Charisma**	1	□ 12

Weapon Proficiencies		
Simple TEML □ T	**Martial** TEML □	**Exotic** TEML □

Armor Proficiencies			
Light TEML □	**Medium** TEML □	**Heavy** TEML □	**Shields** TEML □

Fists	Ability	3	TEML □	T	Prof	1	Item	□	**Damage** 1d6	+	1	+	Type B	Traits	Agile, finesse, nonlethal, unarmed
Dagger	Ability	3	TEML □	T	Prof	1	Item	□	**Damage** 1d4	+	1	+	Type P	Traits	Agile, finesse, thrown 10 ft., versat
Longspear	Ability	1	TEML □	T	Prof	1	Item	□	**Damage** 1d8	+	1	+	Type P	Traits	Reach
Crossbow	Ability	3	TEML □	T	Prof	1	Item	□	**Damage** 1d8	+			Type P	Range 120	Traits
	Ability		TEML □		Prof	-1	Item	□	**Damage**	+			Type	Range	Traits

Acrobatics	4	Sig	Dex	3	TEML □	T	Prof	1	Item	Armor
Arcana	-2		Int	-1	TEML □		Prof	-1	Item	
Athletics	0	Sig	Str	1	TEML □		Prof	-1	Item	Armor
Crafting	-2		Int	-1	TEML □		Prof	-1	Item	
Deception	0		Cha	1	TEML □		Prof	-1	Item	
Diplomacy	0		Cha	1	TEML □		Prof	-1	Item	
Intimidation	0		Cha	1	TEML □		Prof	-1	Item	
Forest Lore	0		Int	-1	TEML □	T	Prof	1	Item	
Lore	-2		Int	-1	TEML □		Prof	-1	Item	

Medicine	1		Wis	2	TEML □		Prof	-1	Item	
Nature	1		Wis	2	TEML □		Prof	-1	Item	
Occultism	-2		Int	-1	TEML □		Prof	-1	Item	
Performance	0		Cha	1	TEML □		Prof	-1	Item	
Religion	1	Sig	Wis	2	TEML □		Prof	-1	Item	
Society	-2		Int	-1	TEML □		Prof	-1	Item	
Stealth	2		Dex	3	TEML □		Prof	-1	Item	Armor
Survival	3		Wis	2	TEML □	T	Prof	1	Item	
Thievery	2		Dex	3	TEML □		Prof	-1	Item	Armor

Flurry of Blows	Traits Monk		Traits	Traits
Stunning Fist	Traits Concentrate, Monk		Traits	Trigger :
	Traits		Traits	Traits
	Traits	Trigger :		Trigger :

Ancestry Feats	
General Training: Weapon Proficency	1st
	5th
	9th
	13th
	17th

Class Feats and Features	
Flurry of Blows	1st
Graceful Expertise	1st
Powerful Fists	1st
Stunning Fist	1st
	2nd
	3rd
	4th
	5th
	6th
	7th
	8th
	9th
	10th
	11th
	12th
	13th
	14th
	15th
	16th
	17th
	18th
	19th
	20th

Skill Feats	
Assurance (Survival)	Background
	2nd
	4th
	6th
	8th
	10th
	12th
	14th
	16th
	18th
	20th

General Feats	
	3rd
	7th
	11th
	15th
	19th

Bonus Feats

Coins			
PP	GP	SP 13	CP 5

Equipment (Bold indicates containers)		
Backpack (capacity: 4)	Bulk	-
Ordanary clothes (x3), Winter Clothes, Bedroll, Pup tent, Cookware	Bulk	2.2
9 pints of oil, 8 days of rations, Bottle of wine, Silk rope, Spade, Hooded	Bulk	1.2
Belt pouch (capacity: .4)	Bulk	-
20 Bolts, Waterskin, Caltrops, Compass, Flint & steel, Manacles, Signal	Bulk	0.4
Dagger (+ **sheath**)	Bulk	0.1
Crossbow (+ **sheath**)	Bulk	1
Longspear (+ **sheath**)	Bulk	2

Bulk	6.9	**Enc**	6	Str	1	+	5	**Max**	11	Str	1 + 10

Magical and Alchemical Items	
	Bulk
	Bulk
	Bulk
	Bulk
	Bulk
	Bulk
	Bulk
	Bulk
	Bulk
	Bulk
	Bulk
	Bulk
	Bulk
	Bulk

Resonance	Max 2	Current 0	Overspent 0	Cha 1	Lvl 1

Spell Roll	DC	Ability	TEML □	Prof -1
Spell Slots				Item

Slots		**Remaining**	
1st	2nd	1st	2nd
3rd	4th	3rd	4th
5th	6th	5th	6th
7th	8th	7th	8th
9th	10th	9th	10th

Prep	**Cantrip**	Hightened	Actions
			S V M

Prep	LVL	**Spell**	Hightened	Actions