

Helieos Ray

NAME
 Mnk12 66000
 CLASS EXPERIENCE
 12 78000
 Character Level NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	15	+2	15	+2	15	+2
CON Constitution	13	+1	13	+1	13	+1
INT Intelligence	11	+0	11	+0	11	+0
WIS Wisdom	20	+5	20	+5	20	+5
CHA Charisma	4	-3	4	-3	4	-3

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+11	+8	+1	+0	+2	+0		
REFLEX (dexterity)	+10	+8	+2	+0	+0	+0		
WILL (wisdom)	+13	+8	+5	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+11/+6	+9/+4	+3	-1	+0	+0	
RANGED attack bonus	+10/+5	+9/+4	+2	-1	+0	+0	
GRAPPLE attack bonus	+16/+11	+9/+4	+3	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	3d8+3	20/x2

Mighty Composite Longbow +1	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	P	M	20/x3	
	30 ft.	100 ft.	200 ft.	300 ft.	400 ft.
To Hit	+5/+0	+5/+0	+3/-2	+1/-4	-1/-6
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1
Special Properties	(Longbow (COMPOSITE/+1 (Enhancement to Weapon or Ammunition)/Masterwork))				

*Nunchaku	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	B	M	20/x2
	To Hit	To Hit		Dam
1H-P	N/A	N/A	2W-P-(OH)	N/A
1H-O	N/A	N/A	2W-P-(OL)	N/A
2H	N/A	N/A	2W-OH	N/A
Special Properties				

Quarterstaff +1	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B/B	M	20/x2
	TOTAL ATTACK BONUS	DAMAGE		
	+10/+5	1d6+4		
Special Properties	(Quarterstaff (Masterwork@+1 (Enhancement to Weapon or Ammunition))@+1 (Enhancement to Weapon or Ammunition))			

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Belt (Monk's w/ description)		+0		+0	0
Simple belt of rope, gives the wearer (if a monk) AC and unarmed damage equal to a monk of 5 levels higher. If worn by a character with the Stunning Fist feat, he can make one additional stunning attack per day.					
*Bracers of Armor +1 (Spell Resistance 15)		+1		+0	0
(Bracers of Armor +1 (Spell Resistance (15))), base spell resistance of 15					
*Ring of Protection +1		+1		+0	0

STUNNING FIST
Uses per day <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WHOLENESS OF BODY
HP per day <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Mike J.

PLAYERNAME
 Half-orc Large Large
 RACE SIZE
 18 Male
 AGE GENDER

WOUNDS/CURRENT HP

HP hit points: 78

AC armor class: 21

INITIATIVE modifier: +6

BASE ATTACK bonus: +9/+4

WOUNDS/CURRENT HP

FLAT TOUCH BASE

ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC MISS CHANCE

ARCANE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESIST

Lathlander

DEITY
 7' 0" 300 lbs.
 HEIGHT WEIGHT
 HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED: Walk 70 ft.

Lawful Good

ALIGNMENT
 Darkvision (60')
 VISION
 -1
 POINTS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5	MISC MODIFIER
✓ Appraise	INT	0	= 0	+	+	
✓ Balance	DEX	5	= 2	+ 1.0	+ 2	
✓ Bluff	CHA	-3	= -3	+	+	
✓ Climb	STR	6	= 3	+ 3.0	+	
✓ Concentration	CON	1	= 1	+	+	
✓ Craft (Untrained)	INT	0	= 0	+	+	
✓ Diplomacy	CHA	-3	= -3	+	+	
✓ Disguise	CHA	-3	= -3	+	+	
✓ Escape Artist	DEX	8	= 2	+ 6.0	+	
✓ Forgery	INT	0	= 0	+	+	
✓ Gather Information	CHA	-3	= -3	+	+	
✓ Heal	WIS	8	= 5	+ 3.0	+	
✓ Hide	DEX	2	= 2	+ 4.0	+ -4	
✓ Intimidate	CHA	-3	= -3	+	+	
✓ Jump	STR	32	= 3	+ 11.0	+ 18	
✓ Listen	WIS	10	= 5	+ 5.0	+	
✓ Move Silently	DEX	4	= 2	+ 2.0	+	
✓ Ride	DEX	2	= 2	+	+	
✓ Search	INT	0	= 0	+	+	
✓ Sense Motive	WIS	6	= 5	+ 1.0	+	
✓ Spot	WIS	10	= 5	+ 5.0	+	
✓ Survival	WIS	5	= 5	+	+	
✓ Swim	STR	4	= 3	+ 1.0	+	
✓ Tumble	DEX	19	= 2	+ 15.0	+ 2	
✓ Use Rope	DEX	2	= 2	+	+	

✓: can be used untrained. X: exclusive skills

*Flurry of Blows	CURRENT HAND	TYPE	SIZE	CRITICAL
	Equipped	B	M	20/x2
TOTAL ATTACK BONUS		DAMAGE		
+12/+12/+12/+7		3d8+3		
Special Properties				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack <small>21.5 lbs., 1 Bedroll, 1 Climber's Kit, 1 Flint and Steel, 3 Rations (Trail/Per Day), 1 Sack, 3 Torch, 1 Waterskin, 1 Rope (Silk/50 Ft.)</small>	Bag of Holding (Held by Cleric)	1	2.0	2.0	
Potion of Cure Serious Wounds	Pouch (Belt)	1	0.0	750.0	
<input type="checkbox"/> Bag of Holding (Held by Cleric) <small>26.5 lbs., 1 Mighty Composite Longbow +1, 1 Backpack (Bag of Holding (Type 4))</small>	Carried	1	0.0	0.0	
Bedroll	Backpack	1	5.0	0.1	
Belt (Monk's w/ description) <small>Simple belt of rope, gives the wearer (if a monk) AC and unarmed damage equal to a monk of 5 levels higher. If worn by a character with the Stunning Fist feat, he can make one additional stunning attack per day.</small>	Equipped	1	1.0	13000.0	
Bracers of Armor +1 (Spell Resistance 15) <small>(Bracers of Armor +1 (Spell Resistance (15))), base spell resistance of 15</small>	Equipped	1	1.0	31000.0	
Bullets, Sling (10)	Pouch (Belt)	2	5.0 (10.0)	0.1 (0.2)	
<input type="checkbox"/> Climber's Kit	Backpack	1	5.0	80.0	
Flint and Steel	Backpack	1	0.0	1.0	
Healer's Kit	Pouch (Belt)	1	1.0	50.0	
<input type="checkbox"/> Mantle of Second Chances <small>Once per day, the wearer can reroll one roll that was just made prior to the DM declaring it is a success or failure.</small>	Equipped	1	0.0	0.0	
Mighty Composite Longbow +1 <small>0 lbs. (Longbow (COMPOSITE)+1 (Enhancement to Weapon or Ammunition)/Masterwork)</small>	Bag of Holding (Held by Cleric)	1	3.0	2375.0	
Nunchaku	Equipped	1	2.0	2.0	
Monk's Outfit	Equipped	1	2.0	0.0	
Potion of Bull's Strength	Carried	1	0.0	300.0	
<input type="checkbox"/> Potion of Cure Light Wounds	Carried	3	0.0 (0.0)	50.0 (150.0)	
<input type="checkbox"/> Pouch (Belt) <small>11 lbs., 2 Bullets, Sling (10), 1 Healer's Kit, 1 Potion of Cure Serious Wounds</small>	Carried	1	0.5	1.0	
Quarterstaff +1 <small>(Quarterstaff (Masterwork)+1 (Enhancement to Weapon or Ammunition)+1 (Enhancement to Weapon or Ammunition))</small>	Carried	1	4.0	4600.0	
Rations (Trail/Per Day)	Backpack	3	1.0 (3.0)	0.5 (1.5)	
<input type="checkbox"/> Ring of Protection +1	Equipped	1	0.0	2000.0	
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
Sack <small>0 lbs.</small>	Backpack	1	0.5	0.1	
Flurry of Blows	Equipped	1	0.0	0.0	
Torch	Backpack	3	1.0 (3.0)	0.01 (0.03)	
<input type="checkbox"/> Waterskin <small>0 lbs.</small>	Backpack	1	0.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			21.5 lbs.	54323.93 gp	

WEIGHT ALLOWANCE					
Light	153	Medium	306	Heavy	460
Lift over head	460	Lift off ground	920	Push / Drag	2300

MONEY	
Money (in Bag of Holding, held by Cleric)	3540
Platinum	500 Gold
Total = 0.0 gp	

SPECIAL ABILITIES
Abundant Step (Su)
Diamond Body (Su)
Greater Flurry of Blows (Ex)
Improved Evasion (Ex)
Ki Strike (Magic and Lawful)
Orc Blood
Purity of Body (Ex)
Slow Fall (60)
Still Mind (Ex)
Stunning Fist attack 13/day (DC 21)
Wholeness of Body (Su) 24 hp/day

FEATS	
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Great Fortitude	You get a +2 bonus on all Fortitude saving throws.
Improved Initiative	You get a +4 bonus on initiative checks.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Snatch Arrows	When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free to use this feat.
Weapon Focus (Unarmed Strike)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Improved Unarmed Strike	You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.
Deflect Arrows	Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.
Improved Trip	You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed and gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent.
Stunning Fist	You may stun an opponent with a carefully placed unarmed attack.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Orc

Notes:

Character Sheet Notes:

Ability Bonuses:

Includes +1 adjustment to Wisdom score from wishing stone in the caves beneath the keep

Additional Languages:

Undercommon