(Character Nam	e	Player Name					Classes	6			
Hiro		Manhunter					Monk	2				
Gender	Age	Height	Weight	Weight Race		XP Total/Next Lvl						
Male	30 years	6 ft 0 in	182 lbs	Hur	man		3,000					
Hair	Eyes	Size	Deity	Deity		Deity		ty Alignment		nt		
Black	Blue	Medium			Lá	awful Neu	utral	Level	2			

	Abilities	Temp Ability		
Ability	Score	Mod	Score	Mod
STR	17	3		0
DEX	17	3		0
CON	14	2		0
INT	14	2		0
WIS	13	1		0
CHA	13	1		0

		Hit Dice	Э				
8	5						
CON Bonus 4 TOTAL 17							

Wounds/Current HP Non-Lethal

TOTAL Ability Misc 3

Т	DTAL	Base	Armor	Shield	Dex	Size	Nature	Deflect
AC	14	10	0	0	3	0	1	
					-			
E	Base	Walk	Run		Touc	h AC	Flat-Fo	oot AC
Speed 3	30 ft	30 ft	120 ft		1:	3	1	1
			_					
			TOTAL	Base	Ability	Magic	Misc	Temp
	Fort	(CON)	5	3	2			
R	eflex	(DEX)	6	3	3			
	Will	(WIS)	4	3	1			
		•						
			_	TOTAL	Attack	Ability	Size	Misc
	G	rapple	(STR)	4	1	3	0	
			. ,					
				Ba	se Attac	k Bonu	IS	

0

0

0

Statistics

Spell Resist		Base		Mis	SC 0	Penalty		
		1						
	_	Main		Second	Third	Fourth	Fifth	
Dmg Reduct	I	Melee	4	0	0	0		
	м	issile	4	0	0	0		

Initiative 3

					Weapo	ns								
Name	Attack Roll	Dama	ge Roll	Crit	Range	Weapo	n Type	Weight	Damage Typ	e Property/Size				
Kama	1d20+4	1d6	3+3	X2		Exe	otic	2.0	Slashing	Light, M				
Sling	1d20+4	1d4	4+3	X2	50 ft	Simple		0.0	Bludgeonin	g Ranged, M				
Unarmed	1d20+4	1d6	6+3	X2		Light		Light		Light		0.0	Bludgeonin	g Lethal/Armed
			_		Armo		-							
Name	AC	Bonus	Max	Dex	Penal	Speed	Туре	Weight	Spell Failur	e Properties				
					ļ									
					l Shiel	4								
Na	me		onus	May	Dex	a Penal	Weight	Spell F	ailuro	Properties				
i Na			onus			i endi	meight	Openii		ropenies				

Skills	Ν	lax Ran	ks Cla	ss/CC:	5.0	2.5	Spell Chart					
Skill Name	TOTAL	Ability	Rank	Mod	Misc	ACP?	Sp	ellcaste	r Class:		N/A	
Appraise (UT)	2.0	INT		2			DC	Level	Per Day	Bonus	Total	Used
Balance (UT)	10.0	DEX	5.0	3	2.0	Yes	0	0			0	
Bluff (UT)	1.0	CHA		1			0	1			0	
Climb (UT)	3.0	STR		3		Yes	0	2			0	
Concentration (UT)	7.0	CON	5.0	2			0	3			0	
Craft () (UT)	2.0	INT		2			0	4			0	
Craft () (UT)	2.0	INT		2			0	5			0	
Craft () (UT)	2.0	INT		2			0	6			0	
Craft () (UT)	2.0	INT		2			0	7			0	
Craft () (UT)	2.0	INT		2			0	8			0	
Decipher Script	2.0	INT		2			0	9			0	
Diplomacy (UT)	3.0	CHA		1	2.0							
Disable Device	2.0	INT		2					Spell	List		
Disguise (UT)	1.0	CHA		1				Level 0)		Level 1	
Escape Artist (UT)	8.0	DEX	5.0	3		Yes						
Forgery (UT)	2.0	INT		2								
Gather Info (UT)	1.0	CHA		1								
Handle Animal	1.0	CHA		1								
Heal (UT)	1.0	WIS		1								
Hide (UT)	3.0	DEX		3		Yes						
Intimidate (UT)	1.0	CHA		1								
Jump (UT)	5.0	STR		3	2.0	Yes						
Know (Arcana)	2.0	INT		2								
Know (Arc. & Eng.)	2.0	INT		2								
Know (Dungeon)	2.0	INT		2				Level 2			Level 3	
Knowledge (Geo.)	2.0	INT		2								
Know (History)	2.0	INT		2								
Knowledge (Local)	2.0	INT		2								
Know (Nature)	2.0	INT		2								
Know (Nob. & Roy.)	2.0	INT		2								
Know (Religion)	2.0	INT		2								
Know (Planes)	2.0	INT		2				Level 4			Level 5	
Listen (UT)	1.0	WIS		1								
Move Silently (UT)	8.0	DEX	5.0	3		Yes						
Open Lock	3.0	DEX		3								
Perf. () (UT)	1.0	CHA		1								
Perf. () (UT)	1.0	CHA		1								
Perf. () (UT)	1.0	CHA		1								
Prof. ()	1.0	WIS		1				Level 6	; 		Level 7	
Prof. ()	1.0	WIS		1								
Prof. ()	1.0	WIS		1								
Ride (UT)	3.0	DEX		3								
Search (UT)	2.0	INT		2								
Sense Motive (UT)	6.0	WIS	5.0	1								
Sleight of Hand	3.0	DEX		3		Yes					-	
Spellcraft	2.0	INT		2				Level 8	}		Level 9	
Spot (UT)	6.0	WIS	5.0	1								
Survival (UT)	1.0	WIS		1								
Swim (UT)	3.0	STR		3		Double						
Tumble	8.0	DEX	5.0	3		Yes						
Use Magic Device	1.0	CHA		1								
Use Rope (UT)	3.0	DEX		3								

Miscellaneo	ous Gear Worn		
Item Name	Location	Qty	Weight
Backpack	Back	1.0	2.0
•			
Weight of Weapons, Armo	or, & Gear Worn:	4.0	lbs
Inventor	y Not Worn		
Item Name	Location	Qty	Weigh
Bedroll	Backpack	1.0	5.0
Flint and Steel	Backpack	1.0	0.0
Piton	Backpack	2.0	0.5
Rations (1 day)	Backpack	5.0	1.0
Room Key	Backpack	1.0	0.0
Rope, hempen (50 ft)	Backpack	1.0	10.0
Sling Bullets	Backpack	8.0	0.5
Student ID	Backpack	1.0	0.0
Torch	Backpack	4.0	1.0
Waterskin	Backpack	1.0	4.0
			
			
			
Total Weight of G	L	22.0	

Total Weight of Gear Not Worn: 33.0 lbs Current Weight: 37.0 lbs

	Load-Based Statistics (all weight in lbs)								
Light	Med	Heavy	Overhead	Off Ground Pus					
(zero to)	(light to)	(med to)	(Max Load)	(Max L	oad X2)	(MLX5)			
86	173	260	260	52	20	1,300			
Wear	Pack?	Load	Max Dex	Penal	Speed	Run			
Y	es	Light		0	30 ft	120 ft			

Funds		Other Wealth
Platinum		Issued Equip. cost:
Gold		9 gp, 9 sp, 4 cp
Silver	4	
Copper	6	
Class Feat		
Always Lawful Ali	gnment	
Hit die: d8		
Lvl 1 skill: 4 + INT		
Skill pts/lvl: 4 +	NT mod	
Bonus Feats		
Flurry of Blows	(-2,-2)	
Unarmed Strike		
AC Bonus (in Na	ature box	
Evasion		Common
Fast Movement		Dwarven
		Elven
Can use club, ci		
dagger, handax		
kama, nunchaku		
sai, shuriken, sia	angnam,	
or a sling.		

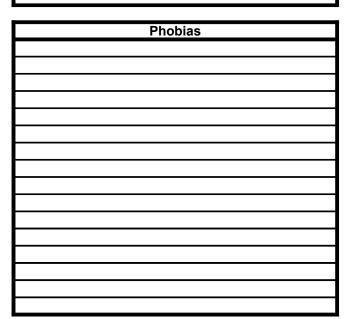
Feats	Racial Traits
Stunning Fist DC = 11	1 extra feat/1st level
Fort save against = 10 +	4 extra skill pts/1st lvl
1/2 level + WIS mod	1 extra skill pt/level
Per day = 1 per monk lvl	Favored Class: Any
Dodge	
Power Attack	
Combat Reflexes	

Appearance & Marks
Piercing blue eyes, black braided pony-tail that falls
to just below his shoulder blades.

Places Lived in and Visited

Friends

Mannerisms



Enemies	

Notes
5 Ranks in Escape Artist gives +2 on Use Rope checks involving bindings.

Biography
Although he is Human, Hiro was raised by Elves since he was abandoned in the forest as a young child. He was
found and adopted by an order of Elven monks - The Order of the Monks of the Tree - and was raised as one of the
own. Although he had a good life in the forest he sometimes felt out of place because some of his fellow monks
would often tease him about his background. It didn't help that he seemed to age much faster than his peers.
would often lease him about his background. It didn't help that he seemed to age much laster than his peers.
One day, near the and of his training, a group of follow students corpored him and took the tessing too for. In his
One day, near the end of his training, a group of fellow students cornered him and took the teasing too far. In his
anger, Hiro unleashed a savage attack and killed someone. He was expelled from the Order with only the clothes o
his back and the skills he had acquired so far.
Le left the comp youring to redoom himself, and ofter a few years of wondering he was eventually accented into th
He left the camp, vowing to redeem himself, and after a few years of wandering he was eventually accepted into th
Devon Aidendale Academy.