

Blaznar

CHARACTER'S NAME

Arcane
Monk /
CLASS

Disciple
TITLE

Cliff Priest
PLAYER'S NAME

Human, Suloise
RACE

Lawful / Good
ALIGNMENT

Wee Jas (N)
DEITY

4 / Male 18 / 18 Right 6'-2" 195 lb. Blue Blonde Fair 30 ft.
LEVEL SEX AGE EQUIV HAND HEIGHT WEIGHT EYES HAIR SKIN BASE SPEED

ABILITY	SCORE	MODFR	SCORE	MODFR	HP HIT POINTS	AC ARMOR CLASS	DODGE CURRENT HP			HIT DIE		
STR STRENGTH	17	3	15	2	36	16	16	13	5	19	22	d8+0
DEX DEXTERITY	13	1	12	1		16	16	16				
CON CONSTITUTION	11	0	14	2								
INT INTELLIGENCE	11	0	12	1								
WIS WISDOM	16	3	16	3								
CHA CHARISMA	10	0	15	2								
COM COMELINESS	16	3	12	1								

COM COMELINESS	16	3	12	1								
REPUTATION	2											

FORTITUDE (CONSTITUTION)	3	1	2	0	0	
REFLEX (DEXTERITY)	5	4	1	0	0	
WILLPOWER (WISDOM)	8	4	3	1	0	

MELEE ATTACK BONUS	6	3	3	0		
RANGED ATTACK BONUS	4	3	1	0		

PRIMARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Siangham, +3	+7; +7	d6 + 6 +d6 fire	x2
RANGE	WEIGHT	TYPE	SIZE
Nil	1	Piercing	Small
SPECIAL PROPERTIES			
Flaming, Ki Focus, Defending			

SECONDARY WPN	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Fist / Kick	+4; +4	d8 + 3	x2
RANGE	WEIGHT	TYPE	SIZE
Nil	0	Bludgeoning	Unarmed
SPECIAL PROPERTIES			

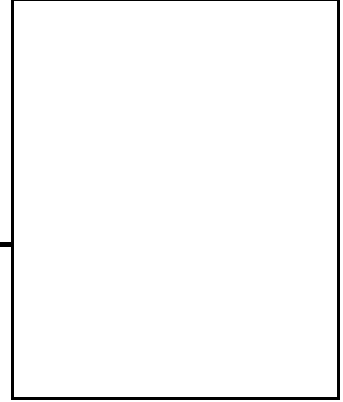
TERTIARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Nunchaku	+5; +5	d6 + 3	x2
RANGE	WEIGHT	TYPE	SIZE
Nil	2	Bludgeoning	Small
SPECIAL PROPERTIES			

ARMOR	TYPE	ARMOR BONUS	CHECK PNLTY	MAX DEX BNS
none	Light	0	0	1
SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
0%	30	0		

SHIELD	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
none	0	0	0	0%
SPECIAL PROPERTIES				

TOTAL ARMOR CHECK PENALTY 0

AMMUNITION	



AVAILABLE
PORTRAIT

SKILL POINTS / LEVEL 5 0 MAX RANKS 7 3.5

CLASS?	SKILL NAME	KEY ABILITY	SKILL MODFR	ABILITY MODFR	SKILL POINTS	MISC MODFR
	APPRAISE	INT	3	3	0	0
x	BALANCE	* DEX	3	1	2	0
	BLUFF	CHA	2	2	0	0
x	CLIMB	* STR	2	2	0	0
x	CONCENTRATION (+4 if def)	CON	9	0	7	2
x	CRAFT	INT	1	1	0	0
x	CRAFT	INT	1	1	0	0
	DECIPHER SCRIPT	INT			0	0
	DIPLOMACY	CHA	3	3	0	0
	DISABLE DEVICE	INT			0	0
	DISGUISE	CHA	3	3	0	0
x	ESCAPE ARTIST	* DEX	5	1	4	0
	FIRST IMPRESSION	COM	2	2	0	0
	FORGERY	INT	1	1	0	0
	GATHER INFORMATION	CHA	3	3	0	0
	HANDLE ANIMAL	CHA			0	0
	HEAL	WIS	3	3	0	0
	HIDE	* DEX	1	1	0	0
	INTIMIDATE	CHA	0	0	0	0
x	JUMP	* STR	5	3	2	0
x	KNOWLEDGE (ARCANA)	INT	6	0	6	0
	KNOWLEDGE (ARCHITECTURE)	INT			0	0
	KNOWLEDGE (DUNGEONEERING)	INT			0	0
	KNOWLEDGE (GEOGRAPHY)	INT			0	0
	KNOWLEDGE (HISTORY)	INT			0	0
	KNOWLEDGE (LOCAL)	INT			0	0
	KNOWLEDGE (NATURE)	INT			0	0
	KNOWLEDGE (NOBILITY/ROYALTY)	INT			0	0
x	KNOWLEDGE (RELIGION)	INT	6	0	6	0
	KNOWLEDGE (THE PLANES)	INT			0	0
x	LISTEN	WIS	8	3	5	0
	MOVE SILENTLY	* DEX	5.5	1	1	4
	OPEN LOCK	DEX			0	0
	PERFORM	CHA	4	4	0	0
	PERFORM	CHA	4	4	0	0
x	PROFESSION	WIS			0	0
	RIDE	DEX	1	1	0	0
	SEARCH	INT	1	1	0	0
	SENSE MOTIVE	WIS	3	3	0	0
	SLEIGHT OF HAND	* DEX			0	0
	SPEAK LANGUAGE	none			0	0
x	SPELLCRAFT	INT			2	0
	SPOT	WIS	9	3	6	0
	SURVIVAL	WIS	3	3	0	0
x	SWIM	** STR	2	2	0	0
x	TUMBLE	* DEX	7	1	6	0
	USE MAGIC DEVICE	CHA			0	0
	USE ROPE	DEX	1	1	0	0
x					0	0

Carefully prepared to exacting specifications for endless enjoyment by Andrew M. Trauger of Ashdown, AR. Revised: 10/2003 *x* = Class Skill; else 2 SP / rank. White box = trained skill. *Armor penalty applies (x2 Swim).

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