

# Emanon

NAME

Mnk3

CLASS

3

Character Level

3000 3396

EXPERIENCE

6000

NEXT LEVEL

PLAYERNAME

Half-Elf

RACE

29

AGE

Medium

SIZE

Female

GENDER

DEITY

5'0" 5'8"

HEIGHT

Blue

EYES

120 lbs.

WEIGHT

Blonde

HAIR

Lawful Neutral

ALIGNMENT

Low-Light, Normal

VISION

46

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	15	+2	15	+2	15	+2
DEX Dexterity	17	+3	17	+3	17	+3
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	7	-2	7	-2	7	-2

HP

19

AC

17

INITIATIVE

+3

BASE ATTACK

+2

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
19			Walk 40'
AC 17	FLAT 14 TOUCH 17 = 10	BASE 0 ARMOR BONUS 0 SHIELD BONUS 3 SIZE 0 NATURAL 0 MISC 4	MISS CHANCE 0 ARCADE SPELL FAILURE 0 ARMOR CHECK PENALTY 0 SPELL RESIST 0

TOTAL	DEX MODIFIER	MISC MODIFIER
+3	+3	+0

TOTAL	BASE ATTACK BONUS
+2	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+3	+3	+0	+0	+0	+0		
REFLEX	+6	+3	+3	+0	+0	+0		
WILL	+7	+3	+4	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
RANGED	+4	+2	+2	+0	+0	+0	
GRAPPLE	+5	+2	+3	+0	+0	+0	
	+4	+2	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4	1d6+2	20/x2

Dagger	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	PS	M	19-20/x2
1H-P	To Hit			
	+4			
1H-O	+0			
2H	+4			
	10'	20'	30'	40'
To Hit	+5	+3	+1	-1
Dam	1d4+2	1d4+2	1d4+2	1d4+2
Special Properties				

Javelin	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	M	20/x2
30'	To Hit			
	+5			
60'	+3			
90'	+1			
120'	-1			
150'	-3			
Dam	1d6+2	1d6+2	1d6+2	1d6+2
Special Properties				

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

\*: 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

STUNNING FIST
Uses per day 000

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
✓ Appraise	INT	2	= 2	+	+
✓ Autohypnosis	WIS	4	= 4	+	+
✓ Balance	DEX	3	= 3	+	+
✓ Bluff	CHA	-2	= -2	+	+
✓ Climb	STR	2	= 2	+	+
✓ Concentration	CON	0	= 0	+	+
✓ Control Shape	WIS	4	= 4	+	+
✓ Craft (Alchemy)	INT	2	= 2	+	+
✓ Craft (Armorsmithing)	INT	2	= 2	+	+
✓ Craft (Blacksmithing)	INT	2	= 2	+	+
✓ Craft (Bowmaking)	INT	2	= 2	+	+
✓ Craft (Carpentry)	INT	2	= 2	+	+
✓ Craft (Leatherworking)	INT	2	= 2	+	+
✓ Craft (Painting)	INT	2	= 2	+	+
✓ Craft (Pottery)	INT	2	= 2	+	+
✓ Craft (Sculpting)	INT	2	= 2	+	+
✓ Craft (Shipmaking)	INT	2	= 2	+	+
✓ Craft (Stonemasonry)	INT	2	= 2	+	+
✓ Craft (Trapmaking)	INT	2	= 2	+	+
✓ Craft (Untrained)	INT	2	= 2	+	+
✓ Craft (Weaponsmithing)	INT	2	= 2	+	+
✓ Craft (Woodworking)	INT	2	= 2	+	+
✓ Decipher Script	INT	2	= 2	+	+
✓ Diplomacy	CHA	0	= -2	+	+ 2
✓ Disable Device	INT	2	= 2	+	+
✓ Disguise	CHA	-2	= -2	+	+
✓ Escape Artist	DEX	3	= 3	+	+
✓ Forgery	INT	2	= 2	+	+
✓ Gather Information	CHA	0	= -2	+	+ 2
✓ Handle Animal	CHA	-2	= -2	+	+
✓ Heal	WIS	4	= 4	+	+
✓ Hide	DEX	3	= 3	+	+
✓ Intimidate	CHA	-2	= -2	+	+
✓ Jump	STR	6	= 2	+	+ 4
✓ Knowledge (Arcana)	INT	2	= 2	+	+
✓ Knowledge (Architecture and Engineering)	INT	2	= 2	+	+
✓ Knowledge (Dungeoneering)	INT	2	= 2	+	+
✓ Knowledge (Geography)	INT	2	= 2	+	+
✓ Knowledge (History)	INT	2	= 2	+	+
✓ Knowledge (Local)	INT	2	= 2	+	+
✓ Knowledge (Nature)	INT	2	= 2	+	+
✓ Knowledge (Nobility and Royalty)	INT	2	= 2	+	+
✓ Knowledge (Psionics)	INT	2	= 2	+	+
✓ Knowledge (Religion)	INT	2	= 2	+	+
✓ Knowledge (The Planes)	INT	2	= 2	+	+
✓ Listen	WIS	5	= 4	+	+ 1
✓ Literacy		0	= 0	+	+
✓ Move Silently	DEX	3	= 3	+	+
✓ Open Lock	DEX	3	= 3	+	+
✓ Perform (Act)	CHA	-2	= -2	+	+
✓ Perform (Comedy)	CHA	-2	= -2	+	+
✓ Perform (Dance)	CHA	-2	= -2	+	+
✓ Perform (Keyboard Instruments)	CHA	-2	= -2	+	+
✓ Perform (Oratory)	CHA	-2	= -2	+	+

✓ : can be used untrained. X : exclusive skills

Siangham		CURRENT HAND		TYPE	SIZE	CRITICAL
		Carried	P	M	20/x2	
To Hit	Dam	To Hit		Dam		
1H-P	+4	1d6+2	2W-P-(OH)	-2	1d6+2	
1H-O	+0	1d6+1	2W-P-(OL)	+0	1d6+2	
2H	+4	1d6+2	2W-OH	-4	1d6+1	
Special Properties						
SKILLS						
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3	MISC MODIFIER
Perform (Percussion Instruments)	CHA	-2	= -2	+	+	
Perform (Sing)	CHA	-2	= -2	+	+	
Perform (String Instruments)	CHA	-2	= -2	+	+	
Perform (Wind Instruments)	CHA	-2	= -2	+	+	
Profession (Hunter)	WIS	4	= 4	+	+	
Profession (Miner)	WIS	4	= 4	+	+	
Profession (Siege Engineer)	WIS	4	= 4	+	+	
Psicraft	INT	2	= 2	+	+	
✓ Ride	DEX	3	= 3	+	+	
✓ Search	INT	3	= 2	+	+	1
✓ Sense Motive	WIS	4	= 4	+	+	
Sleight of Hand	DEX	3	= 3	+	+	
Speak Language		0	= 0	+	+	
Spellcraft	INT	2	= 2	+	+	
✓ Spot	WIS	5	= 4	+	+	1
✓ Survival	WIS	4	= 4	+	+	
✓ Survival (Lost/Natural hazards)	WIS	4	= 4	+	+	
✓ Survival (Natural environments)	WIS	4	= 4	+	+	
✓ Survival (The Planes)	WIS	4	= 4	+	+	
✓ Survival (Underground)	WIS	4	= 4	+	+	
✓ Swim	STR	2	= 2	+	+	
Tumble	DEX	3	= 3	+	+	
Use Magic Device	CHA	-2	= -2	+	+	
Use Psionic Device	CHA	-2	= -2	+	+	
✓ Use Rope	DEX	3	= 3	++	+	
			=	+	+	
			=	+	+	

✓ : can be used untrained. ✗ : exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Backpack	Equipped	1	2.0	2.0
9 lbs., 1 Bedroll, 1 Blanket (Winter), 1 Bottle (Glass/Wine), 1 Flint and Steel, 1 Oil (1 Pt. Flask)				
Blanket (Winter)	Backpack	1	3.0	0.5
Bedroll	Backpack	1	5.0	0.1
Bottle (Glass/Wine)	Backpack	1	0.0	2.0
0 lbs.				
Dagger	Carried	1	1.0	2.0
Flint and Steel	Backpack	1	0.0	1.0
Javelin	Carried	5	2.0	1.0 (5.0)
(10.0)				
Mirror (Small/Steel)	Carried	1	0.5	10.0
Oil (1 Pt. Flask)	Backpack	1	1.0	0.1
Outfit (Monk's)	Equipped	1	2.0	0.0
Quarterstaff (Masterwork;+1 (Enhancement to Weapon or Ammunition);+1 (Enhancement to Weapon or Ammunition))	Equipped	1	4.0	4600.0
Rope (Silk/50 Ft.)	Carried	1	5.0	10.0
Sack	Carried	1	0.5	0.1
0 lbs.				
Siangham	Carried	1	1.0	3.0
Soap (Per Lb.)	Carried	1	1.0	0.5
TOTAL WEIGHT CARRIED/VALUE			34 lbs.	4636.3 gp

WEIGHT ALLOWANCE			
Light	66	Medium	133
Lift over head	200	Lift off ground	400
		Heavy	200
		Push / Drag	1000

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Elven Blood	
Evasion (Ex)	
Flurry of Blows (Ex)	
Immunity to sleep spells and similar magical effects.	
Still Mind (Ex)	
Stunning Fist attack 3/day (DC 15)	

FEATS	
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
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.
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.
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, Elven	

bold 31 pcs