

Gai-Nehmead

Male Human Monk 10
Lawful Evil
Representing Theodore

Strength	20 (+5)	Size:	Medium
Dexterity	15 (+2)	Height:	6' 8"
Constitution	19 (+4)	Weight:	280 lb
Intelligence	7 (-2)	Eyes:	Dark Brown
Wisdom	10 (+0)	Hair:	None; Beardless
Charisma	9 (-1)	Skin:	Pale

Total Hit Points: 95

Speed: 60 feet [monk]

Armor Class: 14 = 10 + 2 [dexterity] + 2 [monk level]

Touch AC: 14

Flat-footed: 12

Initiative modifier:	+ 2	= + 2 [dexterity]
Fortitude save:	+ 11	= 7 [base] + 4 [constitution]
Reflex save:	+ 11	= 7 [base] + 2 [dexterity] + 2 [lightning reflexes]
Will save:	+ 7	= 7 [base]
Attack (handheld):	+ 12/ + 7	= 7 [base] + 5 [strength]
Flurry of Blows:	+ 13 / + 13/ + 8 / + 8	[includes strength modifier]
Attack (missile):	+ 9/ + 4	= 7 [base] + 2 [dexterity]
Combat Maneuver Bonus:	+ 12	= 7 [base] + 5 [strength]
Combat Maneuver Defense:	+ 26	= 10 + 7 [base] + 5 [strength] + 2 [dexterity] + 2 [unarmored monk]

Light load: 133 lb. or less

Medium load: 134-266 lb.

Heavy load: 267-400 lb.

Lift over head: 400 lb.

Lift off ground: 800 lb.

Push or drag: 2000 lb.

Languages: Common

Unarmed Damage: 1d10 +5 [strength]

Nanchaku [1d6 crit x2, 2 lb., light, bludgeoning]

Siangham [1d6, crit x2, 1 lb., light, piercing]

Shuriken [1d2, crit x2, range incr 10 ft, 1/2 lb, piercing]

Feats:

Improved Disarm	+2 on disarm attempts, no opportunity attack
Improved Trip	+2 on trip attempts, no opportunity attack
Improved Critical x2	Weapon(s):
Improved Unarmed Strike [free to monk]	Always considered armed
Stunning Fist	Stun opponent with unarmed strike [free to monks]
Lightning Reflexes	
Skill Focus (Acrobatics)	
Throw Anything	No penalty on improvised ranged weapons
Catch Off Guard	No penalties for improvised melee weapons
Nimble Moves	Ignore five feet of difficult terrain
Acrobatic Steps	Ignore twenty feet of difficult terrain

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>	<i>Misc. Modifier</i>
Acrobatics	Dex [*]	21 =	+2	+ 10	+ 3 [class skill] + 6 [skill focus]
Appraise	Int	-2 =	-2		
Bluff	Cha	-1 =	-1		
Climb	Str [*]	18 =	+5	+ 10	+ 3 [class skill]
Craft_1	Int	-2 =	-2		
Craft_2	Int	-2 =	-2		
Craft_3	Int	-2 =	-2		
Diplomacy	Cha	-1 =	-1		
Disguise	Cha	-1 =	-1		
Escape Artist	Dex [*]	15 =	+2	+ 10	+ 3 [class skill]
Fly	Dex [*]	2 =	+2		
Heal	Wis	0 =	+0		
Intimidate	Cha	-1 =	-1		
Knowledge (religion)	Int	6 =	-2	+ 5	+ 3 [class skill]
Perception	Wis	0 =	+0		
Perform_1	Cha	-1 =	-1		
Perform_2	Cha	-1 =	-1		
Perform_3	Cha	-1 =	-1		
Perform_4	Cha	-1 =	-1		
Perform_5	Cha	-1 =	-1		
Ride	Dex [*]	2 =	+2		

Sense Motive	Wis	0 =	+0
Stealth	Dex [*]	2 =	+2
Survival	Wis	0 =	+0
Swim	Str ^{**}	5 =	+5

* = check penalty for armor/shield

** = some groups double armor/shield penalties for swimmers

Favored class points: Hit points +5; Skill points +5

Adjust weapon attack rolls and armor penalties as required for masterwork / magic equipment.

Human

- This human chose +2 to strength (already included)
- Extra feat at first level (already included)
- Four extra skill points at first level (already included)
- One extra skill point at each additional level (already included)

Monk

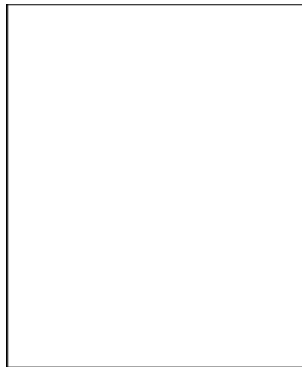
- AC and CMD Bonus for Wisdom
- AC and CMD Bonus for level (begins level 4 now)
- Flurry of Blows -- must use unarmed strike or special monk weapon
- Unarmed Strike -- free Improved Unarmed Strike feat, can make unarmed strikes with hands full, lethal or non-lethal, extra damage
- Bonus Feats (levels 1 2 6 10 14 & 18)
- Evasion (level 2) -- no damage if saves
- Fast Movement (level 3)

- Still Mind (level 3) -- +2 on saves vs charm
- Maneuver Training (level 3) -- may use your monk level instead of attack base for combat maneuvers
- Ki Strike (level 4) -- half your monk level plus your wisdom modifier plus any feat bonuses; use these points for extra attacks, extra speed, or extra armor class
- Slow Fall (level 4) -- if a wall is near, fall is as if twenty feet less at level 4, improves as levels are gained
- Purity of Body (level 5) -- immune to all diseases
- Wholeness of Body (level 7) -- use 2 ki points to heal your monk level of hp
- Improved Evasion (level 9) -- half damage if save is failed
- Diamond Body (level 11) -- immune to poison
- Abundant Step (level 12) -- dimension door
- Diamond Soul (level 13) -- spell resistance 10 + monk level
- Quivering Palm (level 15)

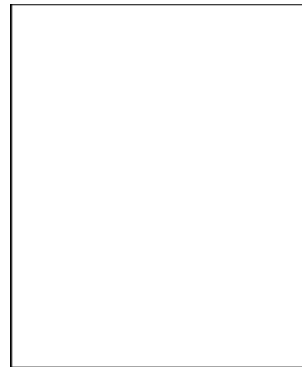
- Timeless Body (level 17) -- no aging penalties
- Tongue of Sun and Moon (level 17) -- speak with any living creature
- Empty Body (level 19) -- use 3 ki points to turn ethereal
- Perfect Self (level 20) -- now an outsider, DR 10/chaotic

Class HP rolled

Level 1:	Monk	8	
Level 2:	Monk	3	
Level 3:	Monk	1	
Level 4:	Monk	4	+ 1 to strength
Level 5:	Monk	7	
Level 6:	Monk	6	
Level 7:	Monk	7	
Level 8:	Monk	3	+ 1 to constitution
Level 9:	Monk	5	
Level 10:	Monk	6	



Draw Your Portrait



Draw Your Insignia

Gai-Nehmead's Equipment:

4 lb Weapons / Armor / Shield (from above)
 2 lb Backpack
 5 lb Bedroll
 Candle
 5 lb Crowbar
 4 lb Grappling hook
 2 lb Hammer

50 lb Rope (50', hempen) x5
Signet ring

72 lb Total

More about Gai-Nehmead: