

# Abdjib

NAME  
 CLASS  
 1  
 Character Level

# David Green

PLAYERNAME  
 Human  
 Medium  
 6' 2"  
 152 lbs.  
 Black, Topknot

# Heironeous

DEITY  
 6' 2"  
 152 lbs.  
 Black, Topknot

# Lawful Good

ALIGNMENT  
 Normal  
 VISION  
 0  
 POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	18	+4	18	+4	18	+4
<b>CON</b> Constitution	12	+1	12	+1	12	+1
<b>INT</b> Intelligence	14	+2	14	+2	14	+2
<b>WIS</b> Wisdom	16	+3	16	+3	16	+3
<b>CHA</b> Charisma	8	-1	8	-1	8	-1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
9				Walk 30'
<b>AC</b> armor class	17	13	17	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL
				MISC
				MISS CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESIST

<b>INITIATIVE</b> modifier	+4	=	+4	+	+0
TOTAL			DEX MODIFIER		MISC MODIFIER
<b>BASE ATTACK</b> bonus	+0				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+3	=	+2	+1	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+6	=	+2	+4	+0	+0	+0	
<b>WILLPOWER</b> (wisdom)	+5	=	+2	+3	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+2	=	+0	+2	+0	+0	+0
<b>RANGED</b> attack bonus	+4	=	+0	+4	+0	+0	+0
<b>GRAPPLE</b> attack bonus	+6	=	+0	+2	+0	+4	+0

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

*Flurry of Blows	CURRENT HAND	TYPE	SIZE	CRITICAL
	Equipped	B	M	none/x0
TOTAL ATTACK BONUS	+0/+0			
DAMAGE	1d6+2			
Special Properties				

*Nunchaku	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	B	M	20/x2
To Hit	Dam	To Hit	Dam	
1H-P	+2	1d6+2	2W-P-(OH)	-4
1H-O	-2	1d6+1	2W-P-(OL)	-2
2H	+2	1d6+2	2W-OH	-6
Special Properties				

Shuriken	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	M	20/x2
To Hit	Dam	To Hit	Dam	
10'	+4	20'	+2	30'
				40'
				50'
Dam	1d2+2	1d2+2	1d2+2	1d2+2
Special Properties				

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2	MISC MODIFIER
✓ Appraise	INT	2	= 2	+	+	
✓ Balance	DEX	8	= 4	+	4.0	+
✓ Bluff	CHA	-1	= -1	+	+	
✓ Climb	STR	2	= 2	+	+	
✓ Concentration	CON	1	= 1	+	+	
✓ Craft (Untrained)	INT	2	= 2	+	+	
✓ Diplomacy	CHA	-1	= -1	+	+	
✓ Disguise	CHA	-1	= -1	+	+	
✓ Escape Artist	DEX	4	= 4	+	+	
✓ Forgery	INT	2	= 2	+	+	
✓ Gather Information	CHA	-1	= -1	+	+	
✓ Heal	WIS	3	= 3	+	+	
✓ Hide	DEX	8	= 4	+	4.0	+
✓ Intimidate	CHA	-1	= -1	+	+	
✓ Jump	STR	2	= 2	+	+	
✓ Listen	WIS	7	= 3	+	4.0	+
✓ Move Silently	DEX	8	= 4	+	4.0	+
✓ Ride	DEX	4	= 4	+	+	
✓ Search	INT	2	= 2	+	+	
✓ Sense Motive	WIS	7	= 3	+	4.0	+
✓ Spot	WIS	7	= 3	+	4.0	+
✓ Survival	WIS	3	= 3	+	+	
✓ Swim	STR	2	= 2	+	+	
✓ Tumble	DEX	8	= 4	+	4.0	+
✓ Use Rope	DEX	4	= 4	+	+	
			=	+	+	
			=	+	+	

✓ : can be used untrained. X : exclusive skills

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Backpack <small>9.0 lbs., 1 Bedroll, 4 Rations (Trail/Per Day), 1 Waterskin</small>	Equipped	1	2.0	2.0
Bedroll	Backpack	1	5.0	0.1
Flurry of Blows	Equipped	1	0.0	0.0
Nunchaku	Equipped	1	2.0	2.0
Monk's Outfit	Equipped	1	2.0	0.0
Pouch (Belt) <small>2.0 lbs., 20 Shuriken</small>	Equipped	1	0.5	1.0
Rations (Trail/Per Day)	Backpack	4	1.0 (4.0)	0.5 (2.0)
Shuriken	Pouch (Belt)	20	0.1 (2.0)	0.2 (4.0)
Waterskin <small>0.0 lbs.</small>	Backpack	1	0.0	1.0
<b>TOTAL WEIGHT CARRIED/VALUE</b>			15.5	12.1 gp lbs.

## WEIGHT ALLOWANCE

Light	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

## SPECIAL ABILITIES

Flurry of Blows (Ex)
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## 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.
Improved Grapple	You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

## PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling, Unarmed Strike
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## LANGUAGES

Common, Elven, Gnome
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## Notes:

Character Sheet Notes: