

Catelyn

Bart Stam

Character Sheet (Art) - v. 2.0.14



CHARACTER BIO

Catelyn is a **21** year old, **Medium** sized, **Female Human, Damaran**, with **Brown** eyes and **Black** hair. She stands **5' 8"** tall and weighs **132 pounds**. Her world view is **Lawful Good** in nature, and is currently a worshipper of **IImater**

CHARACTER LEVEL	CLASSES and LEVELS
8	Monk 8

CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
28,000	36,000	8,000	

HP TRACK	NON LETHAL	AC TRACK
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	SPEED MOVE	MOVEMENT TYPES and RATES
STR	16	+3			72	8d8		50	
DEX	16	+3			26	23	26	= 10 + 0 + 0 + 3 + 0 + 0 + 13	
CON	17	+3							
INT	12	+1							
WIS	18	+4							
CHA	12	+1							

GRAPPLE	ATTACK BONUS	MELEE	ATTACK BONUS	RANGED	ATTACK BONUS	FORTITUDE	CON	REFLEX	DEX	WILL	WIS	BASE ATTACK	INITIATIVE	MODIFIER
	+9	+9/4	+9/4	+9/4	+9	+11	+11	+11	+11	+12	+12	+6/1	+3	+3

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
I Unarmed strike (M/B)	9/4	1d10+3	x2	—
I Unarmed strike (M/B)	8/8/3	1d10+3	x2	—

SKILLS	NAME (KEY ABILITY)	TOT	RNK	ABL	MSC
wAppraise	(Int)	1	=	+	1
wBalance	(Dex)*	9	=	4	+ 3 + 2
wBluff	(Cha)	3	=	+	1 + 2
wClimb	(Str)*	3	=	+	3
wConcentration	(Con)	9	=	6	+ 3
wControl Shape	(Wis)	4	=	+	4
wDiplomacy	(Cha)	18	=	11	+ 1 + 6
wDisguise	(Cha)	1	=	+	1
wEscape Artist	(Dex)*	8	=	5	+ 3
wForgery	(Int)	1	=	+	1
wGather Information	(Cha)	5	=	4	+ 1
wHeal	(Wis)	4	=	+	4
wHide	(Dex)*	8	=	5	+ 3
wIntimidate	(Cha)	3	=	+	1 + 2
wJump	(Str)*	13	=	+	3 + 10
wListen	(Wis)	4	=	+	4
wLiteracy	()	0	=	+	0
wMove Silently	(Dex)*	8	=	5	+ 3
wPerform- (Cha)		2	=	+	1
wPerform- (Cha)		2	=	+	1
wPerform-Act	(Cha)	1	=	+	1
wPerform-Comedy	(Cha)	1	=	+	1
wPerform-Dance	(Cha)	1	=	+	1
wPerform-Keyboard Instruments	(Cha)	1	=	+	1
wPerform-Oratory	(Cha)	1	=	+	1
wPerform-Percussion	(Cha)	1	=	+	1
wPerform-Sing	(Cha)	1	=	+	1
wPerform-String Instruments	(Cha)	1	=	+	1
wPerform-Wind Instruments	(Cha)	1	=	+	1
wRemote View	(Int)	1	=	+	1
wRide	(Dex)	3	=	+	3
wSearch	(Int)	1	=	+	1
wSense Motive	(Wis)	10	=	6	+ 4
Speak Language	()	3	=	3	+ 0

wSpot (<i>Wis</i>)	9 = 5 + 4
wSurvival (<i>Wis</i>)	4 = + 4
wSwim (<i>Str</i>)*	3 = + 3
Tumble (<i>Dex</i>)*	8 = 5 + 3
wUse Rope (<i>Dex</i>)	3 = + 3

W Can be used
untrained

* Armor Check
penalty

** -1 per 5 lbs
gear

EQUIPMENT	DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT	DESCRIPTION	VALUE EACH	QTY	LBS
y	Blanket, winter	5 s	1	3	y	Sack	1 s	1	0½
y	Coin: cp (2)	2 c	1	(-)	y	Waterskin (full)	1 g	1	4
y	Coin: gp (2)	2 g	1	(-)					
y	Coin: sp (5)	5 s	1	(0.1)					
y	Explorer's outfit	10 g	1	8					
y	Mug, clay	2 c	1	1					
y	Pouch, belt (3)	3 g	1	1½					

CARRIED WEIGHT	1-76	77-153	154-230	230	460	1150	u Armor	2 Gem Art	y Goods	6 Potion	i Ring	d Rod
18 lbs	LIGHT	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG	b Scroll	v Shield	f Staff	! Wand	° Weapon	→ Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	-	-	-	-	-	-
Circle Kick — You may make a second attack against a second opponent on a successful unarmed strike (S&F5).						
Deflect Arrows — Deflect incoming arrows, crossbow bolts, spears, etc. (PH93).						
Fists Of Iron — You deal an extra 1d4 points of damage with your attack. You may use this 3 + Wisdom modifier times per day.						
Improved Unarmed Strike — You suffer no attacks of opportunity when attacking without a weapon (PH96).						
Monastic Training — You are part of an order that combines the monastic discipline of the monk class with another form of training. (EBCS57)						
Persuasive — You have a way with words and body language.						
Research — You can use your Knowledge skills to extract information from books, scrolls etc.. (EBCS59)						
Sacred Vow — You have willingly given yourself to the service of a good deity or cause. (BoED45).						
Sanctify Ki Strike — Sacred power suffuses your unarmed strikes (BoED46).						
Stunning Fist — You can stun your melee opponent. (PH101).						
Touch of Golden Ice — Any evil creature you touch with your bare hand, fist, or natural weapon is ravaged by golden ice (BoED47).						
Vow of Nonviolence — You have taken a sacred vow to avoid violence against humanoids (BoED47).						
Vow of Poverty — You have taken a vow to forswear material possessions (BoED48).						

CLASS FEATURES
MONK
AC Bonus (+1)
Deflect Arrows
Evasion
Improved Flurry of Blows
Ki Strike (Magic)
Monastic Training
Monk Bonus Feat - 1st Level
Monk Bonus Feat - 2nd Level
Monk Bonus Feat - 6th Level
Proficiency: Monk Weapons
Purity of Body
Slow Fall (40 ft.)
Still Mind
Stunning Fist
Unarmed Strike
Wholeness of Body
Wisdom Bonus to AC (Max: %d)

LANGUAGES
Chessentan, Chondathan, Chultan, Common, Damaran, Draconic

COINS	NEW COINS GAINED IN PLAY
2 cp	
5 sp	
2 gp	
0 pp	
3 gp	Total gp equivalent (approximate)

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Miscellaneous Notes

Om rekening mee te houden!!! E-tools plaatst deze dingen NIET op het charactersheet.

Level 1:

* AC Bonus +4 (VoP):

A 1st level ascetic receives a +4 exalted bonus to his AC. Does not apply to touch attacks.

NB: Zelf invullen op E-tools blad "stats" bij AC "user"; touch (-4) zelf aanpassen op sheet!!!

Level 3:

* Endure elements (VoP):

A 3rd level ascetic is immune to the effects of being in a hot or a cold environment.

He can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 Celsius) without having to make a fortitude save (as discribed in the DMG).

* AC Bonus +5 (VoP):

A 3rd level ascetic receives a +5 exalted bonus to his AC (zie ook level:1; touch -5).

Level 4:

* Exalted strike +1 (magic) (VoP):

At 4th level, an ascetic gains a +1 enhancement bonus to all his attacks and damage rolls. In effect, any weapon the character wields becomes a +1 magic weapon, and can overcome the damage reduction of a creature as though it were magic weapons.

NB: zelf aanpassen op charactersheet; base attack, weapon attack and damage +1.

Level 5:

* Sustenance (VoP):

A 5th level ascetic doesn't need to eat or drink.

Level 6:

* AC Bonus +6 (VoP):

A 6th level ascetic receives a +6 exalted bonus to his AC (zie ook level:1; touch -6).

Level 7:

* Ability score enhancement +2 (VoP):

At 7th level, an ascetic gains a +2 enhancement bonus to one ability score.

Level 8:

* AC Bonus +7 (VoP):

A 8th level ascetic receives a +7 exalted bonus to his AC (zie ook level:1; touch -7).

Level 10:

* Exalted strike +2 (good) (VoP):

At 10th level, any weapon damage the character deals is also considered to be good aligned, so it can bypass the damage reduction of some evil outsiders (zie ook level 4).

NB: zelf aanpassen op charactersheet; base attack, weapon attack and damage +2.

* Damage reduction 5/magic (VoP)

Level 11:

* Ability score enhancement +4/+2 (VoP):

At 11th level, an ascetic gains a +2 enhancement bonus to one ability score and another +2 enhancement bonus to the ability score raised at level 7.

Level 12:

* AC Bonus +8 (VoP):

A 12th level ascetic receives a +8 exalted bonus to his AC (zie ook level: 1; touch -8).

* Greater sustenance (VoP):

A 12th level ascetic doesn't need to breathe.

Level 13:

* Energy resistance 5 (VoP):

At 13th level, an ascetic gains resistance 5 to acid, cold, electricity, fire and sonic energy.

Level 14:

* Exalted strike +3 (VoP):

NB: zelf aanpassen op charactersheet; base attack, weapon attack and damage +3.

Level 15:

* AC Bonus +9 (VoP):

A 15th level ascetic receives a +9 exalted bonus to his AC (zie ook level: 1; touch -9).

* Ability score enhancement +6/+4/+2 (VoP):

At 15th level, an ascetic gains a +2 enhancement bonus to one ability score and another +2 enhancement bonus to the ability scores raised at level 7 and 11.

* Damage reduction 5/evil (VoP)

Level 17:

* Exalted strike +4 (VoP):

NB: zelf aanpassen op charactersheet; base attack, weapon attack and damage +4.

Level 18:

* AC Bonus +10 (VoP):

A 18th level ascetic receives a +10 exalted bonus to his AC (zie ook level: 1; touch -10).

Level 19:

* Ability score enhancement +8/+6/+4/+2 (VoP):

At 19th level, an ascetic gains a +2 enhancement bonus to one ability score and another +2 enhancement bonus to the ability scores raised at level 7, 11 and 15.

* Damage reduction 10/evil (VoP)

Level 20:

* Exalted strike +5 (VoP):

NB: zelf aanpassen op charactersheet; base attack, weapon attack and damage +5.

* Energy resistance 15 (VoP):

At 20th level, an ascetic gains resistance 15 to acid, cold, electricity, fire and sonic energy.
