

Erunilée Aynis

Character Name

Félix D.

Player Name

None

Lawful Good



Monk 1

Half-Elf / Humanoid

Deity
Medium / 5 ft. x
5 ft.

Region
5' 5" / 138 lbs.
SIZE / FACE
HEIGHT / WEIGHT

Alignment
Low-Light Vision
VISION

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

1 (1)

0 / 1000

29

Femelle

Vers

Cuivré, Mi-long

Points

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14		+2		
DEX Dexterity	12		+1		
CON Constitution	13		+1		
INT Intelligence	18		+4		
WIS Wisdom	11		+0		
CHA Charisma	12		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+3	= +2	+ +1	+ +0	+ +0	+ +0	+ <input type="checkbox"/>
REFLEX (dexterity)	+3	= +2	+ +1	+ +0	+ +0	+ +0	+ <input type="checkbox"/>
WILL (wisdom)	+2	= +2	+ +0	+ +0	+ +0	+ +0	+ <input type="checkbox"/>

Conditional Save Modifiers:

+2 racial saving throw bonus against enchantment spells or effects

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	= +0	+ +2	+ +0	+ +0	+ 0	+ <input type="checkbox"/>
RANGED attack bonus	+1	= +0	+ +1	+ +0	+ +0	+ 0	+ <input type="checkbox"/>
GRAPPLE attack bonus	+2	= +0	+ +2	+ +0	+ +0	+ +0	+ <input type="checkbox"/>

*: 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.

Stunning Fist

Uses per day

WHOLENESS OF BODY

HP per day

HP	hit points	9	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED																										
AC armor class	TOTAL	11	FLAT	10	TOUCH	11	BASE	10	ARMOR BONUS	0	SHIELD BONUS	0	STAT	1	SIZE	0	NATURAL ARMOR	0	DEFLECTION	0	DODGE	0	Morale	0	Insight	0	Sacred	0	Prolane	0	MISC	0
INITIATIVE modifier	TOTAL	+1	DEX MODIFIER	+1	MISC MODIFIER	+0	MISS CHANCE	0	Arcane Spell Failure	0	ARMOR CHECK PENALTY	+0	SPELL RESIST	0																		

Encumbrance **Light**

TOTAL SKILLPOINTS: 32		SKILLS				MAX RANKS: 4/2
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Appraise	INT	4	=	4		
✓ Balance	DEX	5	=	1 + 4		
✓ Bluff	CHA	1	=	1		
✓ Climb	STR	2	=	2		
✓ Concentration	CON	1	=	1		
✓ Craft (Untrained)	INT	4	=	4		
✓ Diplomacy	CHA	5	=	1 + 4		
✓ Disguise	CHA	1	=	1		
✓ Escape Artist	DEX	5	=	1 + 4		
✓ Forgery	INT	4	=	4		
✓ Gather Information	CHA	1	=	1		
✓ Heal	WIS	0	=	0		
✓ Hide	DEX	5	=	1 + 4		
✓ Intimidate	CHA	1	=	1		
✓ Jump	STR	2	=	2		
✓ Listen	WIS	5	=	0 + 4 + 1		
✓ Move Silently	DEX	5	=	1 + 4		
✓ Perform	CHA	5	=	1 + 4		
✓ Ride	DEX	1	=	1		
✓ Search	INT	5	=	4 + 1		
✓ Sense Motive	WIS	0	=	0		
✓ Spot	WIS	1	=	0 + 1		
✓ Swim	STR	2	=	2		
✓ Tumble	DEX	5	=	1 + 4		
✓ Use Rope	DEX	1	=	1		
✓ Wilderness Lore	WIS	0	=	0		
			=	+ +		
			=	+ +		

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

WEIGHT ALLOWANCE

Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MONEY

Total= 0 gp

MAGIC

Languages

Common, Druidic, Elven, Gnome, Goblin, Halfling

Other Companions

Special Attacks

Flurry of Blows	[Wizards of the Coast - System Reference Document]
Stunning Attack	[Wizards of the Coast - System Reference Document, srdbasiccharacterclasses]
1 times per day (DC 10)	

Special Qualities

Elven Blood	[Wizards of the Coast - System Reference Document]
For all effects related to race, a half-elf is considered an elf.	
Evasion (Ex)	[Wizards of the Coast - System Reference Document, srdbasiccharacterclassesii]
If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage.	
Low-Light Vision (Ex)	[Wizards of the Coast - System Reference Document]
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Fast Movement	[Wizards of the Coast - System Reference Document, srdbasiccharacterclasses]
Perform Chant	[Wizards of the Coast - System Reference Document]
Perform Dance	[Wizards of the Coast - System Reference Document]
Perform Epic	[Wizards of the Coast - System Reference Document]
Perform Ode	[Wizards of the Coast - System Reference Document]

Feats

Power Attack	[Wizards of the Coast - System Reference Document, srdfeats]
On the character's action, before making attack rolls for a round, the character may choose to subtract up to 0 from all melee attack rolls and add the same number to all melee damage rolls.	
Improved Unarmed Strike	[Wizards of the Coast - System Reference Document, srdfeats]
The character is considered to be armed even when unarmed.	

Proficiencies

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Shuriken, Siangham, Sling, Spells(Ray), Unarmed Strike

Erunilée Aynis

Half-Elf

RACE

29

AGE

Femelle

GENDER

Low-Light Vision

VISION

Lawful Good

ALIGNMENT

Gauche

DOMINANT HAND

5' 5"

HEIGHT

138 lbs.

WEIGHT

Verts

EYE COLOUR

Grise

SKIN COLOUR

Cuivré, Mi-long

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

