Yurgi

Male human monk 3 - CR 2

Lawful Good Humanoid (Human); Age: 25; Height: 6' 2"; Weight: 190lb.

Ability	Score	Modifier	Temporary		
STR STRENGTH	18	+4			
DEX DEXTERITY	14	+2			
CON	16	+3			
INT INTELLIGENCE	9	-1			
WIS WISDOM	14	+2			
CHA CHARISMA	7	-2			
Saving Throw	Total Base	Ability Resist Mis	sc Temp Notes		
FORTITUDE (CONSTITUTION)	+6 = +3 Still Mind: +2 vs. en	+3 chantments			
REFLEX (DEXTERITY)	+5 = +3 Still Mind: +2 vs. er	+2 chantments			
WILL (WISDOM)	+5 = +3 Still Mind: +2 vs. en	+2 chantments			
Total	Armor Shield De	ex Size Natur De	flec Dodge Misc		
AC 14 =	=	2			
Touch AC	14 Flat-F	Footed AC Strength	12 size Misc		
CM Bonus	+7 = +2	+4			
	1	BAB Strength	Dexterity Size		
CM Defense	20 = 10	+2 +4	+2 -		
Base Attac	k +2	2 H	IP 33		
		Da	mage / Current HP		
Initiative	+8	3			
Speed	30 / 4	0 ft			
Unarmed strike					
Main hand:	•		Crit: ×2 Light, B		

Flurry: +6/+6, 1d6+4

Character Number:







Skill Name	Total	Ability	Ranks	Temp		
Acrobatics	+7	DEX (2)	2			
Speed greater/less than 30 ft. : +4 to jump						
Appraise	-1	INT (-1)	-			
Bluff	-2	CHA (-2)	-			
⁰ Climb	+9	STR (4)	2			
Diplomacy	-2	CHA (-2)	-			
Disguise	-2	CHA (-2)	-			
Escape Artist	+7	DEX (2)	2			
⁰ Fly	+2	DEX (2)	-			
Heal	+2	WIS (2)	-			
Intimidate	-2	CHA (-2)	-			
Perception	+7	WIS (2)	2			
⁰ Ride	+2	DEX (2)	-			
Sense Motive	+2	WIS (2)	-			
^U Stealth	+7	DEX (2)	2			
Survival	+2	WIS (2)	-			
⁰ Swim	+9	STR (4)	2			

Feats

Combat Reflexes (3 AoO/round) Deflect Arrows (1/round) Improved Initiative Improved Unarmed Strike Monk Weapon Proficiencies Stunning Fist (3/day, DC 13) **Toughness** Weapon Focus (Unarmed strike)

Traits

Magical Talent (Detect Magic, 1/day) (Sp) Reactionary

Gear Total Weight Carried: 4/300 lbs, Light Load (Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs) Artisan's outfit (Free) 1 lb Boots of the winterlands Money 3 lbs Potion of cure light wounds x5 **Special Abilities** Evasion (Ex) Fast Movement (+10 ft.) Flurry of Blows +1/+1 (Ex) Maneuver Training (Ex) Stunning Fist (Stun) (Ex) Unarmed Strike (1d6) **Spell-Like Abilities** Magical Talent (Detect Magic, 1/day) (Sp) **Tracked Resources** Deflect Arrows (1/round) Potion of cure light wounds Stunning Fist (3/day, DC 13) Languages Common

Sourcebooks Used

- Advanced Player's Guide Traits / Character Traits
 Web Enhancement Reactionary (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign - Magical Talent (trait)

Experience & Wealth

Experience Points: **0**/9 Current Cash: **150 gp**