

Hatshepsut

Female Human Cleric 4, Monk 4 - CL8 - CR 7

Lawful Neutral Humanoid (Human); Deity: **Ydersius**; Age: **26**; Height: **5' 4"**; Weight: **140lb.**; Eyes: **Brown**; Hair: **Bald**; Skin: **Brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	18	+4	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	= +8	+1				
REFLEX (DEXTERITY)	+6	= +5	+1				
WILL (WISDOM)	+12	= +8	+4				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21	= +2		+1			+2	+1	+5

Touch AC	19	Flat-Footed AC	19
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CM Bonus	Total	BAB	Strength	Size	Misc
CM Bonus +11 Grappling	+9	= +6	+2	-	-

CM Defense	Total	BAB	Strength	Dexterity	Size
CM Defense 29 vs. Grapple	27	= 10	+6	+2	+1

HP	Total	Damage / Current HP
HP 58		

Base Attack	+6	Initiative	+1
		Speed	30 / 40 ft

Unarmed Strike

Mainhand: **+10/+5, 1d8+3**

Crit: 20/x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (1)	3	
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	+6	STR (2)	1	
Diplomacy	+9	CHA (2)	4	
Disguise	+2	CHA (2)	-	
Escape Artist	+5	DEX (1)	1	
Fly	+1	DEX (1)	-	
Handle Animal	+3	CHA (2)	1	
Heal	+8	WIS (4)	1	
Intimidate	+2	CHA (2)	-	
Knowledge: Arcana	+4	INT (0)	1	
Knowledge: History	+5	INT (0)	2	
Knowledge: Religion	+7	INT (0)	4	
Knowledge: The Planes	+5	INT (0)	2	
Linguistics	+5	INT (0)	2	
Perception	+11	WIS (4)	4	
Ride	+1	DEX (1)	-	
Sense Motive	+11	WIS (4)	4	
Spellcraft	+6	INT (0)	3	

Gear

Total Weight Carried: 1/175lbs, Light Load (Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

Amulet of Mighty Fists +1	-
Bracers of Armor, +2	1lb
Monk's Outfit (Free)	-
Potion of Cure Light Wounds	-
Potion of Jump	-
Ring of Protection, +2	-

Skills

Skill Name	Total	Ability	Ranks	Temp
Stealth	+5	DEX (1)	1	
Survival	+5	WIS (4)	1	
Swim	+6	STR (2)	1	

Feats, Traits & Flaws

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Belier's Bite

When you damage an opponent with an unarmed strike, you deal an extra 1d4 bleed damage.

When you damage an opponent with an unarmed strike, you deal an extra 1d4

Channel Smite

Channel energy can be delivered through a Smite attack.

Combat Casting

+4 to Concentration checks to cast while on the defensive.

Dodge

+1 AC.

Improved Grapple

You grapple at +2, with no attacks of opportunity allowed.

Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Monk Weapon Proficiencies

You are proficient with the Club, Crossbow (Light and Heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Sickle, Siangham and Sling.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Stunning Fist (5/day) (DC 18)

You can stun an opponent with an unarmed attack.

Weapon Focus: Unarmed Strike

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special Abilities

AC Bonus +5

When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a

Animal Companion Link (Ex)

A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal

Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Experience & Wealth

Current Cash: **You have no money!**

Special Abilities

Channel Negative Energy 2d6 (5/day) (DC 14) (Su)

A good cleric (or neutral cleric of a good deity) can channel positive energy. Evil clerics (or neutral clerics of evil deities) channel negative energy.

Cleric Domain: Law

Granted Powers: You follow a strict and ordered code of laws, and in so doing, achieve enlightenment.

Cleric Domain: Scalykind

Granted Powers: You are a true lord of reptiles, able to induce pain, panic, and confusion with a mere glance, and your mesmerizing eyes can even drive weak creatures into unconsciousness.

Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

Fast Movement (+10')

At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed. By spending 1 point from his ki pool, he can increase his speed by 20 feet for 1

Flurry of Blows +2/+2 (Ex)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so he may make one additional attack using any combination of unarmed strikes or attacks with a special monk weapon (kama, nunchaku,

Ki Defense (Su)

A monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round.

Ki Pool (Su)

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

Ki Strike, Magic (Su)

At 4th level, ki strike allows a monk's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

Maneuver Training (Ex)

For the purpose of calculating CMB, you add your full monk levels, rather than 3/4 of your monk levels.

Share Spells with Companion (Ex)

At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the

Slow Fall 20' (Ex)

At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to

Still Mind (Ex)

A monk of 3rd level or higher gains a +2 bonus on saving throws against enchantment spells and effects.

Stunning Fist (Stun, Fatigue) (Ex)

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning

Unarmed Strike (1d8)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing

Spell-Like Abilities

Touch of Law (7/day) (Sp)

Venomous Stare (1d6+2) (7/day) (DC 16) (Sp)

Tracked Resources

Channel Negative Energy 2d6 (5/day) (DC 14) (Su)

Tracked Resources

Ki Pool (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of Cure Light Wounds	<input type="checkbox"/>
Potion of Jump	<input type="checkbox"/>
Stunning Fist (5/day) (DC 18)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Aklo
Common

Infernal

Spells & Powers

Cleric Spell DC: 14 + spell level

Melee Touch +8 Ranged Touch +7

Maximum Cleric spells per day: 4/*x0; 4x1; 3x2

Cleric 0: Create Water, Light, Detect Magic, Resistance

Cleric 1: Divine Favor, Cause Fear (DC 15), Cure Light Wounds (DC 15), Protection from Chaos, Sanctuary (DC 15)

Cleric 2: Restoration, Lesser, Bull's Strength (DC 16), Hold Person (DC 16), Animal Trance (DC 16)

Companions

Naja (Animal Companion), Female Snake, Viper - CL3 - CR 3

STR 8 (-1), DEX 17 (+3), CON 11 (0), INT 1 (-5), WIS 12 (+1), CHA 2 (-4); Fortitude +3, Reflex +6, Will +2

HP: 15/15; Init: +3; Speed: 20 feet

Attack Bonus: +3; Armor Class: 16 / 14Tch / 13Fl

Acrobatics +15, Climb +11, Fly +5, Perception +9, Stealth +15, Swim +11

Bite (Snake, Viper) +6, 1d3-1, 20/x2

Unarmed Strike +6, 1d2-1, 20/x2

Special: Climbing (20 feet), Fighting [Trick], Low-Light Vision, Poison: Bite—Injury (DC 13) (Ex), Scent (Ex), Seek [Trick], Swimming (20 feet)