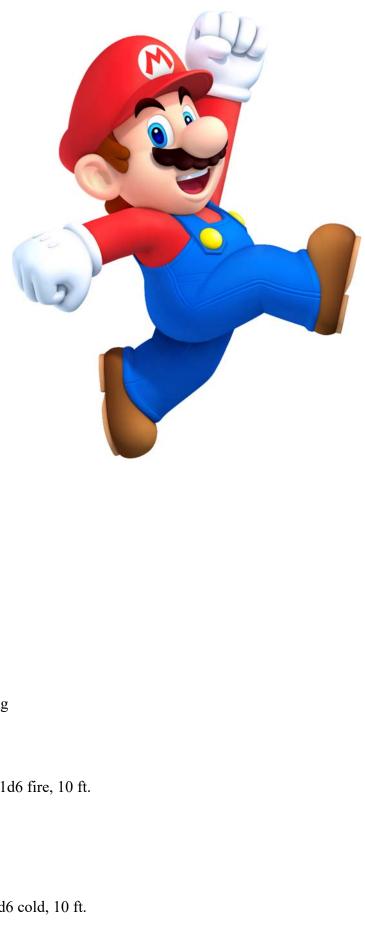
Mario Human Monk 5 10,000 XP (next level: 15,000) Lawful Good
Strength: 13 (+1)
Hit Points: 41
Armor Class: 19, touch 18, flat-footed 12  Base Attack Bonus: +3, melee +4, ranged +6  Combat Maneuver Bonus: +6  Combat Maneuver Defense: 22  Initiative: +7  Speed: 40 ft.  Saving Throws: Fortitude +6, Reflex +8, Will +7  • +2 versus enchantments • Immune to disease • Evasion
Action Points: \( \sum \sup \subseteq \subsete
Attacks:  • Unarmed Strike +8/+8 melee, 1d8+2 bludgeoning
• +6/+6 ranged, 1d2+2 piercing plus 1d6 fire, 10 ft.
+6/+6 ranged, 1d2+2 piercing plus 1d6 cold, 10 ft.



## **Special Abilities:**

Ki Pool:

Stunning Fist: DC 14, stun or fatigue

Slow Fall 20 ft.

High Jump

Feats: Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Throw Anything, Toughness, Weapon Finesse, Weapon Focus (unarmed strike)

Languages: Common

## **Equipment:**





Climb 30 ft., low-light vision, scent, +1 to attacks and damage, +2 to AC



Fly 60 ft. 🗆



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