

Mario

Human Monk 5

10,000 XP (next level: 15,000)

Lawful Good

Strength: 13 (+1)

- Climb +9, Swim +9

Dexterity: 16 (+3)

- Acrobatics +11 (+16 to jump), Stealth +11

Constitution: 12 (+1)

Intelligence: 10

Wisdom: 14 (+2)

- Perception +7

Charisma: 10

Hit Points: 41 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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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: ☐☐☐☐☐☐☐ (1d6)

Attacks:

- Unarmed Strike +8/+8 melee, 1d8+2 bludgeoning



- +6/+6 ranged, 1d2+2 piercing plus 1d6 fire, 10 ft.

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- +6/+6 ranged, 1d2+2 piercing plus 1d6 cold, 10 ft.

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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:

-  2d8+3 healing ☐☐☐
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-  Climb 30 ft., low-light vision, scent, +1 to attacks and damage, +2 to AC
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-  Fly 60 ft. ☐
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