

Selwyn of the Foothills Monastery  
Female Human MNK 7, 5'4", 117#, Age 19

STR 12 (+1)  
DEX 17 (+3) originally 16, raised 1pt at 4th level  
CON 11 (--)  
INT 11 (--)  
WIS 16 (+3) Temp 18 (+4) due to Periapt of Wisdom  
CHA 10 (--)

HP: 45 (8+5+7+6+6+8+5) (d8)

AC: 19 (10 + 3DEX + 4WIS + 1MNK + 1ring) : 20 w/ DODGE feat  
16 flat-footed

Init: +3  
Move: 50' @ 5th

Saves: Fort +5, Reflex +8, Will +9  
\*Additional +2 for saves vs. Enchantment spells/effects

BAB: +5 UAB: +5/+2

Melee: +6 (+8/+5 Unarmed Attacks using Weapon Finesse feat)  
Ranged: +8

Weapons: Unarmed Attacks (+8/+5), Kama (+7/+4), Lt. Crossbow (+8),  
Shurikens (+8)

#### Details for Unarmed Attacks:

->To Hit bonus +8/+5  
->Damage 1d8+1  
->Flurry of Blows - Full Attack action, 1 extra attack, all attacks at -2  
(+6/+5/+3)  
->Stunning Attack - Full Attack action, 7 per day, make Fort save vs.DC17  
stunned creatures drop anything that they're holding  
->If use both hands to attempt disarm, count as Med. weapon  
->Can use flurry of blows w/ Kama (+5/+5/+2)

#### Feats:

Improved Unarmed Strike, Dodge, Mobility, Deflect Arrows, Weapon Finesse  
(Unarmed Attacks), Improved Trip, Spring Attack

#### Special Abilities:

Flurry of Blows, Stunning Attack, Evasion, Still Mind, Slow Fall (30'),  
Purity of Body, Wholeness of Body (14hp @ 7th), Leap of the Clouds

#### Skills: Total Modifier (Rank)

Balance	13 (8)
Climb	10 (9)
Escape Artist	13 (10)
Heal	4 (0)
Hide	3 (0)
Jump	42 (9)
Listen	4 (0)
Move Silently	7 (4)
Ride	3 (0)
Sense Motive	4 (0)
Spot	4 (0)
Swim	1 (0)
Tumble	15 (10)

Use Rope 3 (0)  
Wilderness Lore 4 (0)

#### Possessions:

##### Coins:

60PP, 53GP, 30SP  
1x400gp value ruby  
+1244 gp equivalent (yet TBD how exactly split up) - 06/27/02

#### Regular Equipment:

Monk's robe and shoes  
Sling (no bullets)  
Backpack  
50' silk ropex2  
waterskin  
crossbow and 30 bolts  
6 shurikens

#### Special Equipment:

1 special utility belt (holds 6 potions)  
1 Antitoxin  
3 Alchemist's Fire  
4 Healing potions  
3 Holy waters  
1 potion of spider climb  
1 potion of cat's grace  
2 sunrods

#### Magic Items:

Quail's Feather Token (Oak Tree)  
Continual Flame shuriken (purchased from mage guild, extinguished by  
dispel magic spell, remagicked by Peddeshar)  
Ring of Armor +1 (adventure loot)  
Ring of Jumping (traded Mistrivven Dagger +1 plus 200gp for this)  
Kama +1 (enchanted by Peddeshar)  
(Maedhros has created and is carrying 2 Mage Armor scrolls  
intended for Selwyn)  
Periapt of Wisdom +2 (adventure loot)