

TSUTO KAIJITSU

CREATURE 4

LE

MEDIUM

HUMANOID

HUMAN

ELF

HALF-ELF

Perception +11; low-light vision

Languages common, elven, goblin

Skills Acrobatics +12, Athletics +8, Stealth +12, Thievery +10

Str +2, **Dex** +5, **Con** +2, **Int** +1, **Wis** +3, **Cha** +2

Items handwraps of mighty blows, composite shortbow (with 20 arrows), thieves tools, oil of potency, bravo's brew (lesser)

AC 20; **Fort** +11, **Ref** +14, **Will** +8

HP 45

Speed 35 feet

Melee ♦ fist +9 (agile, finesse, magical, unarmed), **Damage** 2d4+4 bludgeoning

Ranged ♦ composite shortbow +11 (deadly d10, propulsive, range increment 60 feet), **Damage** 2d4+4 piercing

Stunning Flurry ♦ (flourish); **Frequency** once per round; **Effect** Tsuto makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses, and the target must succeed at a DC 19 Fortitude save or be stunned 1 (or stunned 3 on a critical failure); this save has the incapacitation trait.

Ki Strike ♦ (transmutation); **Frequency** twice a day; **Effect** You focus your ki into magical attacks. Make an unarmed Strike or Flurry of Blows (this doesn't change the limit on using only one flourish per turn). You gain a +1 status bonus to your attack rolls with the Strikes, and the Strikes deal 1d6 extra damage. This damage can be any of the following types of your choice, chosen each time you Strike: force, lawful (only if you're lawful), negative, or positive.

Sneak Attack Tsuto deals an additional 1d4 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flat-footed to Tsuto.