

## OheeOhee "Woodchuck"

Player: Nik

Male Half-Orc Monk 1 - CR 1/2

Lawful Good Humanoid (Human, Orc); Deity: Iomedae;

Age: 20; Height: 6' 5"; Weight: 283lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	17	+3	
<b>DEX</b> DEXTERITY	15	+2	
<b>CON</b> CONSTITUTION	15	+2	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	15	+2	
<b>CHA</b> CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+4 =	+2	+2				
<b>REFLEX</b> (DEXTERITY)	+4 =	+2	+2				
<b>WILL</b> (WISDOM)	+4 =	+2	+2				

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	15 =			+2				+1	+2

**Touch AC** 15 **Flat-Footed AC** 12

**Mobility**: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

		BAB	Strength	Size	Misc
<b>CM Bonus</b>	+3 =	-	+3	-	-

		BAB	Strength	Dexterity	Size
<b>CM Defense</b>	18 = 10	-	+3	+2	-

See the AC section (above) for situational modifiers that may also apply to CMD

<b>Base Attack</b>	+0	<b>HP</b>	11
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<b>Initiative</b>	+2	Damage / Current HP	
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<b>Speed</b>	30 ft		
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### Handaxe

Main hand: +3, 1d6+3 Crit: x3  
Light, S

### Nunchaku

Main hand: +3, 1d6+3 Crit: x2  
Flurry: +2/+2, 1d6+3 Light, B, Disarm, Monk

### Quarterstaff

Both hands: +3, 1d6+4 Crit: x2  
Double: -1 (Off: -5), 1d6+3/1d6+1 Double, B, Monk  
Flurry: +2/+2, 1d6+3



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+6	DEX (2)	1	
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+7	STR (3)	1	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disable Device</b>	-	DEX (2)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+2	DEX (2)	-	
<b>Fly</b>	+2	DEX (2)	-	
<b>Handle Animal</b>	-	CHA (0)	-	
<b>Heal</b>	+2	WIS (2)	-	
<b>Intimidate</b>	+2	CHA (0)	-	
<b>Knowledge (history)</b>	+4	INT (0)	1	
<b>Linguistics</b>	-	INT (0)	-	
<b>Perception</b>	+2	WIS (2)	-	
<b>Profession (woodcutter)</b>	+6	WIS (2)	1	
<b>Ride</b>	+2	DEX (2)	-	
<b>Sense Motive</b>	+2	WIS (2)	-	
<b>Sleight of Hand</b>	-	DEX (2)	-	
<b>Spellcraft</b>	-	INT (0)	-	
<b>Stealth</b>	+2	DEX (2)	-	
<b>Survival</b>	+2	WIS (2)	-	
<b>Swim</b>	+3	STR (3)	-	
<b>Use Magic Device</b>	-	CHA (0)	-	

### Feats

Dodge  
Improved Unarmed Strike

## Feats

Mobility  
Monk Weapon Proficiencies  
Stunning Fist (1/day) (DC 12)

## Sai

Main hand: **+3, 1d4+3** Crit: x2  
Flurry: **+2/+2, 1d4+3** Rng: 10'  
Light, B, Disarm, Monk

## Unarmed strike

Main hand: **+3, 1d6+3** Crit: x2  
Flurry: **+2/+2, 1d6+3** Light, B, Nonlethal

## Gear

**Total Weight Carried: 44.5/260lbs, Light Load**  
**(Light: 86lbs, Medium: 173lbs, Heavy: 260lbs)**

8 pouches of silver dust (worth 15 gp)	1.5 lbs
Backpack (13 @ 30.5 lbs)	2 lbs
Bedroll <In: Backpack (13 @ 30.5 lbs)>	5 lbs
Belt pouch (empty)	0.5 lbs
Flint and steel <In: Backpack (13 @ 30.5 lbs)>	-
Grappling hook <In: Backpack (13 @ 30.5 lbs)>	4 lbs
Handaxe	3 lbs
Monk's outfit (Free)	-
Nunchaku	2 lbs
Quarterstaff	4 lbs
Rope <In: Backpack (13 @ 30.5 lbs)>	10 lbs
Sack (empty) <In: Backpack (13 @ 30.5 lbs)>	0.5 lbs
Sai	1 lb
Torch x3 <In: Backpack (13 @ 30.5 lbs)>	1 lb
Trail rations x4 <In: Backpack (13 @ 30.5 lbs)>	1 lb
Waterskin <In: Backpack (13 @ 30.5 lbs)>	4 lbs

## Special Abilities

AC Bonus +2  
Darkvision (60 feet)  
Flurry of Blows -1/-1 (Ex)  
Orc Ferocity (1/day)  
Stunning Fist (Stun) (Ex)  
Unarmed Strike (1d6)

## Tracked Resources

Orc Ferocity (1/day)	<input type="checkbox"/>
Stunning Fist (1/day) (DC 12)	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

Orc

## Experience & Wealth

Experience Points: **1921/2000**  
Current Cash: **2 PP, 345 GP, 7 SP, 9 CP, 15 GP of Valuables**

## OheeOhee "Woodchuck" – Abilities & Gear

### Dodge Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### Improved Unarmed Strike Feat

You are skilled at fighting while unarmed.

**Benefit:** You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

**Normal:** Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

### Mobility Feat

You can easily move through a dangerous melee.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

### Stunning Fist (1/day) (DC 12) Feat

You know just where to strike to temporarily stun a foe.

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

**Special:** A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

### Darkvision (60 feet) Racial Ability, Senses (Half-Orc)

You can see in the dark (black and white vision only).

### Orc Ferocity (1/day) Racial Ability (Half-Orc)

1/day, when brought below 0 HP but not killed, you can fight on for 1 more round as if disabled. The next round, unless brought to at least 0 HP, you immediately fall unconscious and begin dying.

### AC Bonus +2 Class Ability (Monk)

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 maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

### Flurry of Blows -1/-1 (Ex) Class Ability (Monk)

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, taking a –2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to utilize this ability). For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack.

### Stunning Fist (Stun) (Ex) Class Ability (Monk)

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 Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

### **Unarmed Strike (1d6)**

### **Class Ability (Monk)**

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 as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table: Monk. The unarmed damage values listed on Table: Monk is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage.