

Bumi Mei Fong

Male human barbarian 1/fighter 10/oracle 1 (hurler, weapon master)

CN Medium humanoid

Init +2; **Senses** Perception +14

Languages Common

DEFENSE

AC 30, touch 14, flat-footed 28 (+11 armor, +2 deflection, +2 Dex, +1 natural, +4 shield)

hp 117 (12 HD)

Fort +13, **Ref** +7, **Will** +7; +4 vs. disease

Defensive Abilities mirror move +4, weapon guard +2; **Immunity** sicken

OFFENSE

Speed 20 ft. (4 squares), 30 ft. without armor

Melee +1 rock +25/+20/+15 (1d8+12/19-20) with one hand, or
+1 rock +25/+20/+15 (1d8+15/19-20) with two hands

Ranged +1 rock +26/+21/+16 (2d4+17/19-20) or
+1 rock +23/+18/+13 (2d4+23/19-20) with Deadly Aim, or
+1 rock +24/+24/+19/+14 (2d4+17/19-20) with Rapid Shot, or
+1 rock +21/+21/+16/+11 (2d4+23/19-20) with Deadly Aim and Rapid Shot

Mystery Stone

Special Attacks rage (6 rounds/day), rock throwing, weapon training (rock +4)

STATISTICS

Abilities Str 26 (+8), Dex 14 (+2), Con 14 (+2), Int 10 (+0), Wis 10 (+0), Cha 8 (−1)

Base Atk +11; **CMB** +19; **CMD** 33 (35 vs. the disarm/sunder of your rocks)

Feats Clustered Shots^B, Deadly Aim, Disposable Weapon^B, Distance Thrower^B, Far Shot^B, Improvised Weapon Mastery^B, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Splintering Weapon^B, Throw Anything^B, Weapon Focus (rock)

Skills Acrobatics +12, Appraise +15, Climb +6, Intimidate +14, Perception +15, Survival +15, Swim +6;
Armor Check Penalty −5 (−6 with shield)

SQ oracle's curse (wasting), traits (prismati player; strong arm, supple wrist)

Gear +3 *O-yoroi*, +2 *heavy steel shield*, +1 *armored coat* (not normally worn), *amulet of natural armor* +1, *bag of holding* (type I, filled with rocks), *boots of speed*, *cloak of resistance* +2, *gloves of improvised might* +1 (doubles as *gloves of dueling*), *greater belt of mighty hurling*, heavy pick, hunter's sight, *ring of protection* +2, tender (72gp), various gemstones (100gp worth)

Encumbrance light 306 lb., medium 613 lb., heavy 920 lb.; **Weight Carried** 104 lb. (excluding rocks and tender)

SPECIAL ABILITIES

Mirror Move (Ex) You gain your weapon training bonus as an insight bonus to AC when attacked by rocks or rock-like objects.

Prismati Player You gain a +1 trait bonus on attack rolls with fist sized rocks or similarly shaped objects, and a +1 trait bonus on concentration checks.

Rage (Ex) You can enter a rage as a free action for 12 rounds each day. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a −2 penalty to Armor Class. The increase to Constitution grants you 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and you become fatigued afterwards for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can



otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Reliable Strike (Ex) You may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll with a rock as an immediate action. You must accept the second roll even if it is worse. You can use this ability twice per day.

Rock Throwing (Ex) You have a +1 racial bonus on attack rolls with thrown rocks. You can hurl rocks up to two categories smaller than your own size. The range increment for a rock is 20 feet, and you can hurl it up to 5 range increments. Base damage for a hurled rock is 2d4 for a Medium creature, plus 1½ your Strength bonus.

Skilled Thrower (Ex) Increase the range increment of any thrown weapon or object by 10 feet.

Strong Arm, Supple Wrist Whenever you move at least 10 feet before making an attack with a thrown weapon, you add 10 feet to the range increment of the weapon thrown.

Wasting (Ex) You take a –4 penalty on Charisma-based skill checks, except for Intimidate. You gain a +4 competence bonus on saves made against disease and are immune to the sickened condition.

Weapon Guard (Ex) You gain a +2 bonus to CMD against disarm and sunder attempts while wielding rocks. This bonus also applies on saves against any effect that targets your rocks.

Weapon Training (Ex) You gain a +4 bonus on attack and damage rolls with rocks.