

## Caybun Weer (aka the Dark Knight)

Male human monk 5/inquisitor 5/shadowdancer 2

LG Medium humanoid

**Init** +6; **Senses** darkvision 60 ft.; Perception +20

**Languages** Common, Dwarven, Elven, Gnome

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### DEFENSE

**AC** 27, touch 21, flat-footed 23 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +2 monk, +2 natural, +3 Wis)

**hp** 110 (12 HD)

**Fort** +15, **Ref** +12, **Will** +15; +2 vs. enchantments

**Defensive Abilities** evasion, uncanny dodge; Immune disease

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### OFFENSE

**Speed** 40 ft. (8 squares)

**Melee** unarmed strike +12/+7 (1d10+3) or  
unarmed strike +12/+12/+7 (1d10+3) with Flurry of Blows

**Ranged** shuriken +10/+5 (1d2+3 plus poison) or  
shuriken +10/+10/+5 (1d2+3 plus poison) with Flurry of Blows

**Special Attacks** flurry of blows, stunning fist (7/day, DC 19)

**Inquisitor Spell-Like Abilities** (CL 5<sup>th</sup>; concentration +8)

At-will – *detect chaos, detect evil, detect good, detect law, discern lies* (immediate action, up to 5 rounds/day)

**Inquisitor Spells Known** (CL 5<sup>th</sup>; concentration +8)

2<sup>nd</sup> (3/day) – *align weapon, bloodhound, find traps*

1<sup>st</sup> (5/day) – *disguise self, protection from evil, shield, true strike*

0 (at will) – *detect magic, detect poison, guidance, read magic, sift, stabilize*

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### STATISTICS

**Abilities** Str 16 (+3), Dex 16 (+3), Con 16 (+3), Int 16 (+3), Wis 16 (+3), Cha 12 (+1)

**Base Atk** +7; **CMB** +12; **CMD** 31

**Feats** Alertness, Athletic, Combat Reflexes<sup>B</sup>, Deft Hands, Deceitful, Dodge<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Mobility, Outflank<sup>B</sup>, Skill Focus (stealth<sup>B</sup>, survival<sup>B</sup>), Stealthy, Stunning Fist<sup>B</sup>

**Skills** Acrobatics +12 (+21 when jumping), Bluff +18, Climb +15, Diplomacy +14, Disable Device +19, Disguise +20 (+30 with disguise self), Escape Artist +20, Intimidate +16, Knowledge (any) +3 (+6 vs. creatures), Perception +20, Perform (dance) +6, Sense Motive +22, Sleight of Hand +20, Stealth +26, Survival +12 (+14 when tracking), Swim +15

**SQ** cunning initiative, fast movement, focused study, hide in plain sight, high jump, ki pool (5 points, magic), maneuver training, purity of body, slow fall 20 ft.

**Combat Gear** poison (blue whinnis 5, oil of taggit 5), shuriken (100), smoke pellets (4); **Other Gear** *amulet of mighty fists* +2 (doubles as *amulet of natural armor* +2), *belt of physical might* +2 (dexterity, constitution), *bracers of armor* +4, caltrops (2), surgeon's kit, climber's kit, *cloak of resistance* +3, deluxe dungeoneering kit, disguise kit, *gloves of swimming and climbing*, grappling hooks (2), *headband of mental prowess* +2 (wisdom, charisma; doubles as a masked cowl), masterwork thieves' tools, *monk's robe* (doubles as *robe of infinite twine*), *ring of protection* +2, spring-loaded wrist sheathes (2), tender (20sp), *traveler's any-tool*, utility belt (as masterwork backpack)

**Encumbrance** light 86 lb., medium 173 lb., heavy 260 lb.; **Weight Carried** 65 lb. (excluding tender)

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### SPECIAL ABILITIES

**AC Bonus (Ex)** When unarmored and unencumbered, you add your Wisdom bonus +1 to your AC and your CMD (included above). These bonuses to AC apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, or when you carry a shield or medium or greater load.



**Bane (Su)** You can imbue one of your weapons with the bane weapon special ability as a swift action. You must select one creature type when you use this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while you wield the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to you before the duration expires. This ability lasts for a number of rounds per day equal to your inquisitor level. These rounds do not need to be consecutive.

**Cunning Initiative (Ex)** You add your Wisdom modifier on initiative checks, in addition to your Dexterity modifier (included above).

**Discern Lies (Sp)** You can *discern lies*, as per the spell, for a number of rounds per day equal to your inquisitor level. These rounds do not need to be consecutive. Activating this ability is an immediate action.

**Evasion (Ex)** If exposed to any area effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw. This ability can only be used if you are wearing light armor or no armor and are not helpless.

**Fast Movement (Ex)** If wearing no armor and not carrying a medium load, you gain a +10 enhancement bonus to your base land speed.

**Flurry of Blows (Ex)** You can make a flurry of blows as a full-attack action. When doing so you may make one additional attacks using any combination of unarmed strikes or attacks with a special monk weapons as if using the Two-Weapon Fighting feat (even if you do not meet the prerequisites for the feat). For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus. You apply your full Strength bonus to your 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. You may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. You cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. You cannot use natural weapons as part of a flurry of blows, nor can you make natural attacks in addition to your flurry of blows attacks.

**Hide in Plain Sight (Su)** You can use the Stealth skill even while being observed. As long as you are within 10 feet of an area of dim light, you can hide yourself from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow.

**High Jump (Ex)** You add your monk level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps (included above). In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

**Judgment (Su)** You can pronounce judgment upon your foes as a swift action. Starting when the judgment is made, you receive a bonus or special ability based on the type of judgment made. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. You must participate in the combat to gain these bonuses. If you are frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until you can participate in the combat again. When you use this ability, you must select two types of judgments to make. As a swift action, you can change this judgment to another type. All your judgment bonuses are sacred bonuses. The types of judgments are shown below.

**Ki Pool (Su)** You gain ki points equal to half your monk level + your Wis modifier. As long as you have at least 1 point in your ki pool, you can make a ki strike. Your ki strike allows your unarmed attacks to be treated as magic for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a flurry of blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

**Maneuver Training (Ex)** You use your monk level in place of your base attack bonus when calculating your Combat Maneuver Bonus (included above). Base attack bonuses granted from other classes are unaffected and are added normally.

- Monster Lore (Ex)** You add your Wisdom modifier on Knowledge skill checks in addition to your Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.
- Poisons** You carry of variety of poisons, which you generally utilize in your quest to bring criminals to justice:  
Blue whinnis—injury; *save* Fort DC 14, *frequency* 1/round for 2 rounds, *effect* 1 Con/unconsciousness 1d3 hours, *cure* 1 save.  
Oil of taggit—ingested; *save* Fort DC 15, *onset* 1 minute, *effect* unconsciousness for 1d3 hours, *cure* 1 save.
- Purity of Body (Ex)** You possess immunity to all diseases, including supernatural and magical diseases.
- Slow Fall (Ex)** When within arm's reach of a wall you can use it to slow your descent. You take damage as if the fall were 20 feet shorter than it actually is.
- Solo Tactics (Ex)** All of your allies are treated as if they possessed the same teamwork feats as you for the purpose of determining whether you receive a bonus from your teamwork feats. Your allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for you to receive the listed bonus.
- Stern Gaze (Ex)** You receive a morale bonus on all Intimidate and Sense Motive checks equal to ½ your inquisitor level.
- Still Mind (Ex)** You gain a +2 bonus on saving throws against enchantment spells and effects.
- Stunning Fist (Ex)** You gain Stunning Fist as a bonus feat, even if you do not meet the prerequisites. You may apply a new condition to the target of your Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. You can choose to make the target fatigued. You must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature fatigued by Stunning Fist cannot become exhausted if hit by Stunning Fist again), but additional hits do increase the duration.
- Teamwork Feat** As a standard action, you can choose to learn a new bonus teamwork feat in place of the most recent bonus teamwork feat you have already learned. In effect, you lose the bonus feat in exchange for the new one. You can only change the most recent teamwork feat gained. Whenever you gain a new teamwork feat, the previous teamwork feat becomes set and cannot be changed again. You can change your most recent teamwork feat a number of times per day equal to your Wisdom modifier.
- Track (Ex)** You add half your inquisitor level on Survival skill checks made to follow or identify tracks.
- Unarmed Strike** You gain Improved Unarmed Strike as a bonus feat. Your attacks may be with fist, elbows, knees, and feet. This means that you may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for you. You may apply your full Strength bonus on damage rolls for all of your unarmed strikes. Usually your unarmed strikes deal lethal damage, but you can choose to deal nonlethal damage instead with no penalty on your attack roll. You have the same choice to deal lethal or nonlethal damage while grappling. Your 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. You deal more damage with your unarmed strikes than a normal person would, as shown above.
- Uncanny Dodge (Ex)** You cannot be caught flat-footed, even if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized or if an opponent successfully uses the feint action against you.

## JUDGMENT SELECTIONS

- Destruction** You are filled with divine wrath, gaining a +1 sacred bonus on all weapon damage rolls. This bonus increases by +1 for every three inquisitor levels you possess.
- Healing** You are surrounded by a healing light, gaining fast healing 1. This causes you to heal 1 point of damage each round as long as you are alive and the judgment lasts. The amount of healing increases by 1 point for every three inquisitor levels you possess.
- Justice** This judgment spurs you to seek justice, granting a +1 sacred bonus on all attack rolls. This bonus increases by +1 for every five inquisitor levels you possess. At 10th level, this bonus is doubled on all attack rolls made to confirm critical hits.
- Piercing** This judgment gives you great focus and makes your spells more potent. This benefit grants a +1 sacred bonus on concentration checks and caster level checks made to overcome a target's spell resistance. This bonus increases by +1 for every three inquisitor levels you possess.
- Protection** You are surrounded by a protective aura, granting a +1 sacred bonus to Armor Class. This bonus increases by +1 for every five inquisitor levels you possess. At 10th level, this bonus is doubled against attack rolls made to confirm critical hits against you.
- Purity** You are protected from the vile taint of your foes, gaining a +1 sacred bonus on all saving throws. This bonus increases by +1 for every five inquisitor levels you possess. At 10th level, the bonus is doubled against curses, diseases, and poisons.
- Resiliency** This judgment makes you resistant to harm, granting DR 1/magic. This DR increases by 1 for every five levels you possess. At 10th level, this DR changes from magic to an alignment (chaotic, evil, good, or lawful) that is opposite of yours. If you are neutral, you do not receive this increase.
- Resistance** You are shielded by a flickering aura, gaining 2 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared. The protection increases by 2 for every three inquisitor levels you possess.
- Smiting** This judgment bathes your weapons in a divine light. Your weapons count as magic for the purposes of bypassing damage reduction. At 6th level, your weapons also count as one alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction. The type selected must match one of your alignments. If you are neutral, you do not receive this bonus. At 10th level, your weapons also count as adamantine for the purpose of overcoming damage reduction (but not for reducing hardness).

