

Amanu

Character Name
Monk (Qinggong Monk (Wholeness of Body), Zen Archer) 8
CLASS
8 (7)
Character Level (CR)
EXP/NEXT LEVEL
51000 / 75000

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3		
DEX Dexterity	16	+3	18	+4		
CON Constitution	10	+0	10	+0		
INT Intelligence	12	+1	12	+1		
WIS Wisdom	20	+5	22	+6		
CHA Charisma	8	-1	8	-1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+8	= +6	+ +0	+ +2	+ +0	+ +0	
REFLEX (dexterity)	+12	= +6	+ +4	+ +2	+ +0	+ +0	
WILL (wisdom)	+14	= +6	+ +6	+ +2	+ +0	+ +0	

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+9/+4	=	+6/+1	+	+3	+	+0	+	+0	+	0	+	
RANGED attack bonus	+10/+5	=	+6/+1	+	+4	+	+0	+	+0	+	0	+	
CMB attack bonus	+9/+4	=	+6/+1	+	+3	+	+0	+		+		+	

CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
	+9/+4	+9/+4	+9/+4	+9/+4	+9	+9
CMD	32	32	32	32	32	32

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+4	1d10+3	20/x2	5 ft.

*Composite Shortbow		HAND	TYPE	SIZE	CRITICAL	REACH
STR +1 (Adaptive/+5)		Both	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +14/+9		Damage: 1d6+6		
70 ft.		140 ft.		210 ft.		280 ft.
TH		+14/+9		+12/+7		+10/+5
Dam		1d6+6		1d6+6		1d6+6
420 ft.		490 ft.		560 ft.		630 ft.
TH		+4/-1		+2/-3		+0/-5
Dam		1d6+6		1d6+6		1d6+6

Special Properties: Strength bonus to damage, 10 hp/inch, hardness 5, The wielder can fire the bow with a lesser Strength bonus (and cause less damage) if desired.

*Composite Shortbow		HAND	TYPE	SIZE	CRITICAL	REACH
STR +1 (Adaptive/+5) [Deadly Aim]		Both	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +12/+7		Damage: 1d6+10		
70 ft.		140 ft.		210 ft.		280 ft.
TH		+12/+7		+10/+5		+8/+3
Dam		1d6+10		1d6+10		1d6+10
420 ft.		490 ft.		560 ft.		630 ft.
TH		+2/-3		+0/-5		-2/-7
Dam		1d6+10		1d6+10		1d6+10

Special Properties: Strength bonus to damage, 10 hp/inch, hardness 5, The wielder can fire the bow with a lesser Strength bonus (and cause less damage) if desired.

Quarterstaff (Greenwood;-)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+9/+4		1d6+4				

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +1		+1		+0	0
*Bracers of Armor +2		+2		+0	0

Ki Pool	
Uses per day	□□□□□ □□□□□

Allard

Player Name
Vanara / Humanoid
RACE
23
AGE
Male
GENDER

HP hit points	58	WOUNDS/CURRENT HP	
AC armor class	26	22	23
TOTAL		FLAT	TOUCH
INITIATIVE modifier		+4	+4
TOTAL		DEX MODIFIER	MISC MODIFIER
Encumbrance		Light	

Irori
Deity
Medium / 5 ft.
SIZE / FACE
EYES
None
Region
5' 10" / 175 lbs.
HEIGHT / WEIGHT
25
Points

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
				Walk 50 ft., Climb 30 ft.	
MISS CHANCE	0	ARMOR BONUS	0	ARMOR CHECK PENALTY	0
ARCANE Spell Failure	0	STAT	4	SIZE	0
NATURAL ARMOR	0	DEFLECTION	1	DODGE	0
ACID RESIST	0	COLD RESIST	0	ELECT. RESIST	0
FIRE RESIST	0	Morale	0	Insight	0
SACRED	0	Profane	0	MISC	8

TOTAL SKILLPOINTS: 40		SKILLS		MAX RANKS: 8/8	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	23	=	4	+ 8 + 11
✓ Acrobatics (Jump)	DEX	39	=	4	+ 8 + 27
✓ Appraise	INT	1	=	1	
✓ Bluff	CHA	-1	=	-1	
✓ Climb	STR	20	=	3	+ 6 + 11
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	0	=	-1	+ 1
✓ Disguise	CHA	-1	=	-1	
✓ Escape Artist	DEX	8	=	4	+ 1 + 3
✓ Fly	DEX	4	=	4	
✓ Heal	WIS	6	=	6	
✓ Intimidate	CHA	-1	=	-1	
Knowledge (History)	INT	5	=	1	+ 1 + 3
Knowledge (Local)	INT	7	=	1	+ 2 + 4
Knowledge (Nature)	INT	10	=	1	+ 5 + 4
Knowledge (Religion)	INT	10	=	1	+ 6 + 3
✓ Perception	WIS	17	=	6	+ 8 + 3
✓ Perform (Untrained)	CHA	-1	=	-1	
✓ Ride	DEX	8	=	4	+ 1 + 3
✓ Sense Motive	WIS	10	=	6	+ 1 + 3
✓ Stealth	DEX	17	=	4	+ 8 + 5
✓ Survival	WIS	6	=	6	
✓ Swim	STR	7	=	3	+ 1 + 3
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

Wushu Dart (5)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+9/+4	1d3+3				
Special Properties: May be used to perform a flurry of blows (pg. 145)					

Temple Sword (Cold Iron)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+9/+4	1d8+3				
Special Properties: 30 hp/inch, hardness 10					

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Headband of Inspired Wisdom +2	Equipped	1	1 / 4,000	
Amulet of Natural Armor +1	Equipped	1	0 / 2,000	
Composite Shortbow STR +1 (Adaptive/+5)	Equipped	1	1 / 3,770	
Strength bonus to damage, 10 hp/inch, hardness 5, The wielder can fire the bow with a lesser Strength bonus (and cause less damage) if desired.				
Ring of Protection +1	Equipped	1	0 / 2,000	
Bracers of Armor +2	Equipped	1	1 / 4,000	
Outfit (Monk's)	Equipped	1	2 / 0	
Cloak of Resistance +2	Equipped	1	1 / 4,000	
Belt of Incredible Dexterity +2	Equipped	1	1 / 4,000	
Quick Runner's Shirt	Equipped	1	0 / 1,000	
Once per day as a swift action, the wearer can take an additional move action to move on his turn.				
Efficient Quiver	Equipped	1	2 / 1,800	
19.35 lbs., 5 Arrow (Adamantine), 20 Arrow (Alchemical Silver), 10 Arrow (Blunt), 20 Arrow (Cold Iron), 4 Arrow (Smoke), 5 Arrow (Whistling), 3 Arrows (20), 5 Arrow +1 (Bane (Humanoids (Human)))				
Arrow (Adamantine)	Efficient Quiver	5	0.1 (0.8) / 60 (300.2)	
ignore hardness less than 20				
Arrow (Alchemical Silver)	Efficient Quiver	20	0.1 (3) / 2 (41)	
10 hp/inch, hardness 8				
Arrow (Blunt)	Efficient Quiver	10	0.1 (1.5) / 0.1 (1)	
Arrow (Cold Iron)	Efficient Quiver	20	0.1 (3) / 0.1 (2)	
30 hp/inch, hardness 10				
Arrow (Smoke)	Efficient Quiver	4	0.1 (0.6) / 10 (40)	
Arrow (Whistling)	Efficient Quiver	5	0.1 (0.8) / 0.1 (0.5)	
Arrows (20)	Efficient Quiver	3	3 (9) / 1 (3)	
Arrow +1 (Bane (Humanoids (Human)))	Efficient Quiver	5	0.1 (0.8) / 166.1 (830.2)	
+2 enhancement bonus and does +2d6 bonus damage against Humanoids (Human)				
Potion of Enlarge Person	Equipped	4	0 (0) / 50 (200)	
Target's size category increases to next larger category for 1 minute				
Potion of Heroism	Equipped	1	0 / 750	
+2 morale bonus on attack rolls, saves, and skill checks for 50 minutes				
Potion of Protection from Evil	Equipped	7	0 (0) / 50 (350)	
+2 deflection bonus to AC, +2 resistance bonus to saves, gain protection from mental control and summoned creatures for 1 minute. Protects from attacks by evil creatures only.				
Scroll (Restoration (Lesser))	Equipped	3	0 (0) / 150 (450)	
Wand of Cure Light Wounds	Equipped	2	0.1 (0.1) / 750 (1,500)	
When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.				
Handy Haversack	Equipped	1	5 / 2,000	
Potion (Shield/Wizard/1st)	Equipped	4	0 (0) / 50 (200)	
Quarterstaff (Greenwood;-)	Carried	1	4 / 200	
Wushu Dart (5)	Carried	1	0 / 1	
May be used to perform a flurry of blows (pg. 145)				
Temple Sword (Cold Iron)	Carried	1	3 / 60	
30 hp/inch, hardness 10				
TOTAL WEIGHT CARRIED/VALUE		21.16 lbs.	33,499gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

MONEY
Total= 0 gp

MAGIC

Languages
Common, Sylvan, Vanaran

Other Companions

Archetypes	
Qinggong Monk (Wholeness of Body)	[Paizo Inc. - Ultimate Magic, p.51]
Swap Wholeness of Body for a ki power.	
Zen Archer	[Paizo Inc. - Advanced Player's Guide, p.115]
Some monks seek to become one with another weapon entirely-the bow. The zen archer takes a weapon most other monks eschew and seeks perfection in the pull of a taut bowstring, the flex of a bow's limbs, and the flight of an arrow fired true.	

Traits	
Friend in Every Town (Knowledge (Local))	[Paizo Publishing - Ultimate Campaign, p.60]
You have no problem making friends and learning information from them wherever you go. You gain a +1 trait bonus on all Knowledge (local) checks and Diplomacy checks. One of these skills (your choice) is always a class skill for you.	
Nature's Mimic	[Paizo Publishing - Ultimate Campaign, p.53]
Your knowledge of nature informs your fighting style, and that style gives you insight into related aspects of the natural world. You gain a +1 trait bonus on all Knowledge (nature) checks, and Knowledge (nature) is always a class skill for you. You can make Knowledge (nature) checks pertaining to animals that correspond to your style feats untrained.	

Special Attacks	
Ki Pool (Su)	[Paizo Inc. - Core Rulebook, p.59]
You have a pool of 10 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 10 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki Strike allows your unarmed attacks to be treated as magic, cold iron and silver weapons 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 use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.	

Special Qualities	
AC Bonus (Ex)	[Paizo Inc. - Core Rulebook, p.57]
When unarmored and unencumbered, you add +8 to your AC and your CMD. These bonuses 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, when you carry a shield, or when you carry a medium or heavy load.	
Bonus Feats	[Paizo Inc. - Advanced Player's Guide, p.115]
A zen archer's bonus feats must be taken from the following list: Combat Reflexes, Deflect Arrows, Dodge, Far Shot, Point-Blank Shot, Precise Shot, and Rapid Shot. At 6th level, the following feats are added to the list: Focused Shot*, Improved Precise Shot, Manyshot, Mobility, and Parting Shot*. At 10th level, the following feats are added to the list: Improved Critical, Pinpoint Targeting, Shot on the Run, and Snatch Arrows. A monk need not have any of the prerequisites normally required for these feats to select them. These feats replace the monk's normal bonus feats.	
Climb Speed (Ex)	[Paizo Inc. - Bestiary 3, p.206]
You have Climb speed of 30 feet.	
Fast Movement (Ex)	[Paizo Inc. - Core Rulebook, p.59]
You gain a +20 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.	
Flurry of Blows (Ex)	[Paizo Inc. - Advanced Player's Guide, p.115]
Starting at 1st level, a zen archer can make a flurry of blows as a full-attack action, but only when using a bow (even though it is a ranged weapon). He may not make a flurry of blows with his unarmed attacks or any other weapons. A zen archer does not apply his Strength bonus on damage rolls made with flurry of blows unless he is using a composite bow with a Strength rating. A zen archer's flurry of	

blows otherwise functions as normal for a monk of his level. A zen archer cannot use Rapid Shot or Manyshot when making a flurry of blows with his bow.

Gaseous Form (Sp) [Paizo Inc. - Ultimate Magic, p.52]

Spend 1 ki point to use gaseous form (self-only) as a spell-like ability (caster level 8).

High Jump (Ex) [Paizo Inc. - Core Rulebook, p.59]

You can adds +8 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. 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.

Ki Arrows (Su) [Paizo Inc. - Advanced Player's Guide, p.115]

At 5th level, a zen archer may spend 1 point from his ki pool as a swift action to change the damage dice of arrows he shoots to that of his unarmed strikes. This lasts until the start of his next turn. For example, a Medium zen archer's short bow normally deals 1d6 damage; using this ability, his arrows deal 1d8 damage until the start of his next turn. This ability replaces purity of body.

Ki Pool (Su) [Paizo Inc. - Advanced Player's Guide, p.115]

At 4th level, in addition to the normal abilities of his ki pool, a zen archer may spend 1 point from his ki pool to increase the range increment for his bow by 50 feet for 1 round.

Nimble (Ex) [Paizo Inc. - Bestiary 3, p.206]

Vanara have a +2 racial bonus Acrobatics and Stealth checks.

Perfect Strike (Ex) [Paizo Inc. - Advanced Player's Guide, p.115]

At 1st level, a zen archer gains Perfect Strike as a bonus feat, even if he does not meet the prerequisites. A zen archer can use Perfect Strike with any bow. At 10th level, the monk can roll his attack roll three times and take the highest result. If one of these rolls is a critical threat, the monk must choose one of his other two rolls to use as his confirmation roll. This ability replaces Stunning Fist.

Point Blank Master (Ex) [Paizo Inc. - Advanced Player's Guide, p.115]

At 3rd level, a zen archer gains Point Blank Master* as a bonus feat, even if he does not meet the prerequisites. This ability replaces still mind.

Slow Fall (Ex) [Paizo Inc. - Core Rulebook, p.59]

You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 40 feet shorter than it actually is.

Unarmed Strike [Paizo Inc. - Core Rulebook, p.58]

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 3-10. The unarmed damage values listed on Table 3-10 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; see Small or Large Monk Unarmed Damage on the table given below.

Way of the Bow (Ex) [Paizo Inc. - Advanced Player's Guide, p.115]

At 2nd level, a zen archer gains Weapon Focus as a bonus feat with one type of bow. At 6th level, the monk gains Weapon Specialization with the same weapon as a bonus feat, even if he does not meet the prerequisites. This ability replaces evasion.

Weapon and Armor Proficiency [Paizo Inc. - Advanced Player's Guide, p.115]

Zen archers are proficient with longbows, shortbows, composite longbows, and composite shortbows in addition to their normal weapon proficiencies.

Zen Archery (Ex) [Paizo Inc. - Advanced Player's Guide, p.115]

At 3rd level, a zen archer may use his Wisdom modifier instead of his Dexterity modifier on ranged attack rolls when using a bow. This ability replaces maneuver training.

Feats

Blind-Fight [Paizo Inc. - Core Rulebook, p.118]

You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the

usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Deadly Aim [Paizo Inc. - Core Rulebook, p.121]

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

[Zen Archer Flurry] You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

You can choose to take a -2 penalty on all ranged attack rolls to gain a +4 bonus on all ranged damage rolls. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

[Zen Archer Flurry] You can choose to take a -2 penalty on all ranged attack rolls to gain a +4 bonus on all ranged damage rolls. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Monkey Style [Paizo Inc. - Ultimate Combat, p.110]

Your unarmed fighting style is nimble and unpredictable, full of ground rolls and short leaps.

You add your Wisdom bonus on Acrobatics checks. While using this style, you take no penalty on melee attack rolls or to AC while prone. Further, you can crawl and stand up from lying prone without provoking attacks of opportunity, and you can stand up as a swift action if you succeed at a DC 20 Acrobatics check.

[Normal] You take a -4 penalty on attack rolls and AC against melee attacks while prone. Standing up is a standard action that provokes attacks of opportunity.

Quick Draw [Paizo Inc. - Core Rulebook, p.131]

You can draw weapons faster than most.

You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Improved Unarmed Strike [Paizo Inc. - Core Rulebook, p.128]

You are skilled while fighting unarmed.

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.

Perfect Strike [Paizo Inc. - Advanced Player's Guide, p.166]

When wielding a monk weapon, your attacks can be extremely precise.

You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). You must use one of the following weapons to make the attack: kama, nunchaku, quarterstaff, sai, and siangham. You can roll your attack roll twice and take the higher result. If one of these rolls is a critical threat, the other roll is used as your confirmation roll (your choice if they are both critical threats). You may attempt a perfect attack 2 times per day but no more than once per round.

Point Blank Master (Weapon Specialization (Shortbow)) [Paizo Inc. - Advanced Player's Guide, p.167]

You are adept at firing ranged weapons in close quarters.

Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.

Weapon Focus (Shortbow) [Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization (Shortbow) [Paizo Inc. - Core Rulebook, p.137]

You deal extra damage when using your chosen weapon.

You gain a +2 bonus on all damage rolls you make using the selected weapon.

Improved Precise Shot (Granted) [Paizo Inc. - Core Rulebook, p.128]

Your ranged attacks ignore anything but total concealment and cover.

Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Parting Shot (Granted) [Paizo Inc. - Advanced Player's Guide, p.166]

You are an expert skirmisher, able to rain missiles upon your enemies whether advancing or retreating.

Once per encounter, when using the withdraw action, you can make a single ranged attack at any point during your movement.

Precise Shot (Granted) [Paizo Inc. - Core Rulebook, p.131]

You are adept at firing ranged attacks into melee.

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Proficiencies

Bo Staff, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dan Bong, Double Chicken Saber, Emei Piercer, Fighting Fan, Flurry of Blows, Grapple, Handaxe, Javelin, Jutte, Kama, Kama (Double-Chained), Kusarigama (Sickle and Chain), Kyoketsu Shoge, Longbow, Lungchuan Tamo, Monk's Spade, Nine-Section Whip, Nunchaku, Quarterstaff, Rope Dart, Sai, Sansetsukon, Shang Gou, Shortbow, Shortspear, Shuriken, Siangham, Sling, Spear, Spells (Ray), Spells (Touch), Splash Weapon, Sword (Seven-Branched), Sword (Short), Sword (Temple), Sword (Tri-Point Double-Edged), Temple Sword, Tiger Fork, Tonfa, Unarmed Strike, Urumi, Wushu Dart

Temporary Bonus

Deadly Aim

Amanu

Vanara

RACE

23

AGE

Male

GENDER

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 10"

HEIGHT

175 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Irori

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: