

Tai Hen

Character Name

Psychic Warrior 6, Warshaper 1

CLASS

7/9 (11)

Character Level/ECL (CR)

36000 / 45000

EXP/NEXT LEVEL

Player Name

Changeling (Psionic) / Monstrous Humanoid

RACE

0

AGE

Male

GENDER

None

Deity

None

Region

None

Alignment

Large / 10 ft.

0' 0" / 0 lbs.

Darkvision (60 ft.)

SIZE / FACE

HEIGHT / WEIGHT

VISION

0

Male

EYES

HAIR

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	38	+14	38	+14		
DEX Dexterity	12	+1	12	+1		
CON Constitution	28	+9	28	+9		
INT Intelligence	10	+0	10	+0		
WIS Wisdom	21	+5	21	+5		
CHA Charisma	14	+2	14	+2		

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE (constitution)	+16	=	+7	+	+9	+	+0	+	+0	+	+0	+	
REFLEX (dexterity)	+0	=	+2	+	+1	+	+0	+	-3	+	+0	+	
WILL (wisdom)	+7	=	+2	+	+5	+	+0	+	+0	+	+0	+	

HP
hit points

133

WOUNDS/CURRENT HP

AC
armor class

27

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE
modifier

+1

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

TOTAL SKILLPOINTS: 20 (UNUSED: 20)

SKILLS

MAX RANKS: 10/5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	0	=	0	
✓ Balance	DEX	1	=	1	
✓ Bluff	CHA	2	=	2	
✓ Climb	STR	14	=	14	
✓ Concentration	CON	9	=	9	
✓ Craft (Untrained)	INT	0	=	0	
✓ Diplomacy	CHA	2	=	2	
✓ Disguise	CHA	2	=	2	
✓ Escape Artist	DEX	1	=	1	
✓ Forgery	INT	0	=	0	
✓ Gather Information	CHA	2	=	2	
✓ Heal	WIS	5	=	5	
✓ Hide	DEX	-7	=	1	+ -8
✓ Intimidate	CHA	2	=	2	
✓ Jump	STR	22	=	14	+ 8
✓ Knowledge (Untrained)	INT	0	=	0	
✓ Listen	WIS	7	=	5	+ 2
✓ Move Silently	DEX	1	=	1	
✓ Ride	DEX	1	=	1	
✓ Search	INT	2	=	0	+ 2
✓ Sense Motive	WIS	5	=	5	
✓ Spot	WIS	7	=	5	+ 2
✓ Survival	WIS	5	=	5	
✓ Swim	STR	14	=	14	
✓ Use Rope	DEX	1	=	1	
					= + +
					= + +

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

MELEE
attack bonus

TOTAL

+16

=

BASE ATTACK BONUS

+4

+

STAT

+14

+

SIZE

-2

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED
attack bonus

+1

=

+4

+

+1

+

-2

+

-2

+

0

+

GRAPPLE
attack bonus

+21

=

+4

+

+14

+

+3

+

+0

+

+0

+

UNARMED
(nonlethal only)

TOTAL ATTACK BONUS

+16

DAMAGE

4d6+14

CRITICAL

20/x2

REACH

15 ft.

Special Properties:

*Flurry of Blows (Large)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

L

20/x2

15 ft.

TOTAL ATTACK BONUS

+16

DAMAGE

4d6+14

Special Properties: Gain this extra attack during a full attack action, with all attacks taking a penalty

*Gore

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

20/x2

15 ft.

TOTAL ATTACK BONUS

+16

DAMAGE

2d6+14

*Claws

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

M

20/x2

15 ft.

TOTAL ATTACK BONUS

+16/+16

DAMAGE

3d6+14

*: 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.

Psionics

Base PP:

11

BonusPP:

15

Total PP:

26

Current PP:

*Slam	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	15 ft.
TOTAL ATTACK BONUS	DAMAGE				
+16	3d6+14				

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Flurry of Blows (Large)	Equipped	1	0 / 0	
Gain this extra attack during a full attack action, with all attacks taking a penalty				
Bracers of the Boxer	Equipped	1	0 / 10,000	
These ornate bracers grant the Superior Unarmed Strike feat.				
Gore	Equipped	1	0 / 0	
Claws	Equipped	1	0 / 0	
Belt, Monk's	Equipped	1	1 / 13,000	
This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th				
Fanged Ring	Equipped	1	0 / 10,000	
Grants "Improved Unarmed Strike and Improved Natural Attack (Unarmed Strike). When you score a critical hit with an unarmed strike, deal 1 point of constitution damage"				
Mighty Arms	Equipped	1	0 / 1,000	
Can be mounted with Warforged components that attach to the hand, such as a Battlefist				
Battlefist (Might Arms/Large/Adamantine)	Equipped	1	6 / 3,300	
Increase Slam damage (to 1d8 for medium creatures). Monks wearing a battlefist deal unarmed damage as if one size larger, and may add the battlefist's Enhancement Bonus to their unarmed damage., Ignore 20 hardness				
Slam	Equipped	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		7 lbs.	37,300gp	

WEIGHT ALLOWANCE					
Light	3200	Medium	6400	Heavy	9600
Lift over head	9600	Lift off ground	19200	Push / Drag	48000
MONEY					
Total= 0 gp [Unspent Funds = 50,700 gp]					
MAGIC					
Languages					
Common					
Other Companions					

Special Abilities
Giant Blood (Ex) - Half-Ogres count as giants for qualifying for classes, using magic items, etc.
Minotaurs get a +2 Racial Bonus to Search, Spot, and Listen

Special Attacks	
Battlefist	[My]
Battlefist Monk	[My]
Improved Grab (Ex)	[SS]
If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can rake if it has that ability (see below). Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the feral creature is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage. See the Monster Manual for additional rules.	
Mighty Arms Slam Attack (Large)	[My]
Pounce (Ex)	[SS]
If a feral creature leaps upon a foe during the first round of combat, it can make a full attack even though it has already moved.	

Special Qualities	
+2 racial bonus on Bluff, Intimidate, and Sense	[ECS]
Motive checks	
Changelings are inherently skilled in deception and intimidation, and though they cannot actually detect thoughts as doppelgangers can, they can intuitively read body language and attitude with surprising accuracy.	
+2 racial bonus on saving throws against sleep and charm effects	[ECS]
Changelings have slippery minds.	
AC Bonus (Ex)	[PH]
A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.	
Automatic Languages	[ECS]
Common. Bonus Languages: Auran, Dwarven, Elven, Giant, Gnome, Halfling, and Terran.	
Changeling base land speed is 30 feet.	[ECS]

Darkvision (Ex)	[PH]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Fast Healing 3	[MM]

Favored Class	[ECS]
Rogue. A multiclass changeling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.	

Poor Reflexes	[UA]
You often zig when you should have zagged.	

Shaky	[UA]
You are relatively poor at ranged combat.	

Medium	[ECS]
As Medium creatures, changelings have no special bonuses or penalties due to their size.	

Minor Change Shape (Su)	[ECS]
Changelings have the super natural ability to alter their appearance as though using a disguise self spell that affects their bodies but not their possessions. This ability is not an illusory effect, but a minor physical alteration of a changeling's facial features, skin color and texture, and size, within the limits described for the spell. A changeling can use this ability at will, and the alteration lasts until she changes shape again. A changeling reverts to her natural form when killed. A true seeing spell reveals her natural form. When using this ability to create a disguise, a changeling receives a +10 circumstance bonus on Disguise checks. Using this ability is a full-round action.	

Minotaur Cunning (Ex)	[My]
+4 to escape Maze spells. Always know what direction north is.	

Monstrous Humanoid Type	[MM]
Monstrous Humanoids eat/sleep/breathe	

Morphic Immunities (Ex)	[CW]
Warshapers are immune to stunning and critical hits.	

Morphic Weapons (Su)	[My]
As a move action grow a natural weapon of appropriate size for form. May grow an existing weapon one category larger for damage. TODO - Fix damage values for attacks that are ranged, are energy or emulate weapons. There is a rational limit to the number of Natural Attacks you can make. You only have so many body parts. You cannot add additional limbs to carry attacks, unless the attack itself is an additional limb (tentacle, tail, medusa snake hair). Natural Attacks that emulate weapons use those weapon damage values. Archon Energy Rays deal Slam Damage.	

Natural Linguist	[ECS]
Changelings add Speak Language to their list of class skills for any class they adopt.	

Psionic	[XPH]
Total Power Points 26; Base Power Points 11; Bonus Power Points 15	

Scent (Ex)	[MM]
30 ft. range This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. 30' range.	

Shapechanger Subtype	[ECS]
Changelings are humanoids with the shapechanger subtype.	

Shapechanger Subtype	[MM]
A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shapes has the shapechanger subtype. Traits-A shapechanger possesses the following traits (unless otherwise noted in a creature's entry). Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description. Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.	

Feats	
Monastic Training (Psychic Warrior)	[ECS]
You are part of an order that combines the monastic discipline of the monk class with another form of training.	
Pick one class. Taking levels in this class does not prevent you from taking monk levels. If you take levels in any other class, you lose your ability to progress as a monk as usual. If the selected class also has restricted advancement, such as the paladin class, taking monk levels does not prevent you from advancing in that class. Special: A monk can take this feat as his bonus feat at 1st, 2nd, or 6th level.	
Improved Unarmed Strike	[Book of Vile Darkness, p.96]
You are skilled at fighting while unarmed.	
You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.	
Improved Natural Attack (Unarmed Strike)	[My]
(Granted)	
Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one	

category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Superior Unarmed Strike (Granted)

[My]

Your unarmed strikes have become increasingly deadly, enabling you to strike your foes in their most vulnerable areas.

You deal more damage with your unarmed strikes, as shown on the table below.

Character Level	Unarmed Damage
3rd	1d4
4th-7th	1d6
8th-11th	1d8
12th-15th	1d10
16th-20th	2d6

Special: If you are a monk, you instead deal unarmed damage as a monk four levels higher.

Track (Granted)

[PH]

You can follow the trails of creatures and characters across most types of terrain.

To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

Proficiencies
Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Claws, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, Gore, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Ice Axe, Javelin, Katana, Kukri, Lance, Lance (Flight), Lance (Heavy), Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Slam, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace

Templates
Face 10
Feral Creature
Half-Minotaur (Large or Larger)
Half-Ogre(Medium Or Smaller)
Psionic
Reach 10

Tai Hen

Changeling (Psionic)

RACE	0
AGE	
GENDER	Male
VISION	Darkvision (60 ft.)
ALIGNMENT	None
DOMINANT HAND	Right
HEIGHT	0' 0"
WEIGHT	0 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	
DEITY	Monstrous Humanoid
Race Type	

Race Sub Type

Description:
Biography: