

Warmonk

Character Name

Monk 6, Warshaper 1, Psychic Warrior 5

CLASS

CLASS

12/14 (18)

91000 / 105000

Character Level/ECL (CR)

EXP/NEXT LEVEL

Player Name

Changeling (Psionic) / Monstrous Humanoid

RACE

RACE

0

Male

AGE

GENDER

Deity

None

Region

None

Alignment

Lawful Good

Large / 10 ft.

0' 0" / 0 lbs.

SIZE / FACE

HEIGHT / WEIGHT

Darkvision (120 ft.)

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

40

+15

40

+15

DEX

14

+2

14

+2

CON

26

+8

26

+8

INT

8

-1

8

-1

WIS

23

+6

23

+6

CHA

12

+1

12

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+19

=

+11

+

+8

+

+0

+

+0

+

+0

+

REFLEX

+8

=

+6

+

+2

+

+0

+

+0

+

+0

+

WILL

+9

=

+6

+

+6

+

+0

+

-3

+

+0

+

HP

216

hit points

AC

29

armor class

INITIATIVE

+2

=

+2

+

+0

Encumbrance

Light

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

27

17

10

0

0

2

-2

12

0

0

0

0

0

0

0

7

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

0

0

0

0

TOTAL SKILLPOINTS: 48 (UNUSED: 25)

SKILLS

MAX RANKS: 15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

-1

=

-1

✓ Autohypnosis

WIS

13

=

6

+

5

+

2

✓ Balance

DEX

2

=

2

✓ Bluff

CHA

1

=

1

✓ Climb

STR

15

=

15

✓ Concentration

CON

13

=

8

+

5

✓ Craft (Untrained)

INT

-1

=

-1

✓ Diplomacy

CHA

1

=

1

✓ Disguise

CHA

1

=

1

✓ Escape Artist

DEX

2

=

2

✓ Forgery

INT

-1

=

-1

✓ Gather Information

CHA

1

=

1

✓ Heal

WIS

6

=

6

✓ Hide

DEX

-6

=

2

+

-8

✓ Intimidate

CHA

1

=

1

✓ Jump

STR

31

=

15

+

16

✓ Knowledge (Untrained)

INT

-1

=

-1

✓ Listen

WIS

8

=

6

+

2

✓ Move Silently

DEX

2

=

2

✓ Psicraft

INT

3

=

-1

+

4

✓ Ride

DEX

2

=

2

✓ Search

INT

1

=

-1

+

2

✓ Sense Motive

WIS

6

=

6

✓ Spot

WIS

8

=

6

+

2

✓ Survival

WIS

6

=

6

✓ Swim

STR

15

=

15

✓ Use Rope

DEX

2

=

2

=

+

+

=

+

+

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

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

+20/+15

=

+7/+2

+

+15

+

-2

+

+0

+

RANGED

+5/+0

=

+7/+2

+

+2

+

-2

+

-2

+

0

+

GRAPPLE

+25/+20

=

+7/+2

+

+15

+

+3

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

(nonlethal only)

+20/+15

8d8+15

20/x2

15 ft.

Special Properties:

TOTAL ATTACK BONUS

Flurry of Blows

+19/ +19

\*Gore

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

20/x2

15 ft.

TOTAL ATTACK BONUS

DAMAGE

+20

3d6+15

\*Claws

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

M

20/x2

15 ft.

TOTAL ATTACK BONUS

DAMAGE

+20/+20

6d6+15

Flurry of Blows (Large)

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

B

L

20/x2

15 ft.

TOTAL ATTACK BONUS

DAMAGE

+19/+19/+14

8d8+15

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

\*: 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.

Stunning Fist

Uses per day

□□□□□□□□

You know just where to strike to temporarily stun a foe. 7/day (DC 22)

Psionics

Base PP:

7

Bonus PP:

15

Total PP:

22

Current PP:

*Leg	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	20/x2	15 ft.
TOTAL ATTACK BONUS	DAMAGE				
+20	2d6+15				
Special Properties: Sword Spider					

*Shock	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	E	M	20/x2	15 ft.
TOTAL ATTACK BONUS	DAMAGE				
+20	2d6+15				
Special Properties: Will-o-wiso Shock Attack					

*Slam	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	15 ft.
TOTAL ATTACK BONUS	DAMAGE				
+20	4d6+15				

*Slap	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	15 ft.
TOTAL ATTACK BONUS	DAMAGE				
+20	1d8+15				
Special Properties: Generic Slap Attack					

*Wind Scythe	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	20/x2	15 ft.
TOTAL ATTACK BONUS	DAMAGE				
+20	2d6+15				
Special Properties: Breathstealer Wind Scythe Attack					

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Glove of Mighty Wallop	Equipped	1	1 / 4,000	
These gloves cast Mighty Wallop on a single bludgeoning weapon you wield.				
Gore	Equipped	1	0 / 0	
Claws	Equipped	1	0 / 0	
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				
Eternal Chronocharm of the	Equipped	1	0 / 500	
Horizon Walker				
Useable at will instead of once/day				
Battlefist (Might Arms) (Large)	Equipped	1	6 / 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.				
Belt, Monk's	Carried	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				
Flurry of Blows (Large)	Carried	1	0 / 0	
Gain this extra attack during a full attack action, with all attacks taking a penalty				
Leg	Equipped	1	0 / 0	
Sword Spider				
Shock	Equipped	1	0 / 0	
Will-o-wiso Shock Attack				
Slam	Equipped	1	0 / 0	
Slap	Equipped	1	0 / 0	
Generic Slap Attack				
Wind Scythe	Equipped	1	0 / 0	
Breathstealer Wind Scythe Attack				
TOTAL WEIGHT CARRIED/VALUE		8 lbs.	28,800gp	

WEIGHT ALLOWANCE					
Light	4266	Medium	8533	Heavy	12800
Lift over head	12800	Lift off ground	25600	Push / Drag	64000
MONEY					
Total= 0 gp [Unspent Funds = 17,900 gp]					
MAGIC					
Languages					
Common					
Other Companions					

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

Special Attacks	
<b>Battlefist</b>	[ My ]
<b>Battlefist Monk</b>	[ My ]
<b>Improved Grab (Ex)</b>	[ 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.	
Rake (Ex)	[ SS ]
A feral creature that gets a hold can make two rake attacks at its full melee attack bonus with its hind legs. Each successful attack does normal claw damage for that size of feral creature, plus 1/2 its Strength bonus (rounded down) (+7). If the feral creature pounces on an opponent, it can also rake.	
Rend (Ex)	[ SS ]
A feral creature that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals double the appropriate claw damage for that size feral creature, plus double the Strength modifier.	

Special Qualities	
<b>+2 racial bonus on Bluff, Intimidate, and Sense</b>	<b>[ ECS ]</b>
<b>Motive checks</b>	
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.	
<b>+2 racial bonus on saving throws a gainst sleep and charm effects</b>	<b>[ ECS ]</b>
Changelings have slippery minds.	
<b>AC Bonus (Ex)</b>	<b>[ PH ]</b>
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.	
<b>Automatic Languages</b>	<b>[ ECS ]</b>
Common. Bonus Languages: Auran, Dwarven, Elven, Giant, Gnome, Halfling, and Terran.	
<b>Bonus Feat</b>	<b>[ PH ]</b>
A Monk can choose certain bonus combat feats at certain levels, without meeting their pre-requisites	
<b>Changeling base land speed is 30 feet.</b>	<b>[ ECS ]</b>
<b>Darkvision (Ex)</b>	<b>[ PH ]</b>
Range 120 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.	
<b>Evasion (Ex)</b>	<b>[ PH ]</b>
A monk of 2nd level or higher can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk (such as one who is unconscious or paralysed) does not gain the benefit of evasion.	
<b>Fast Healing 5</b>	<b>[ MM ]</b>
<b>Fast Movement (Ex)</b>	<b>[ PH ]</b>
At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table 3-10. A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed.	

Favored Class	[ ECS ]
Rogue. A multiclass changeling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.	
Shaky	[ UA ]
You are relatively poor at ranged combat.	
Weak Will	[ UA ]
You are highly suggestible and easily duped.	
Flurry of Blows (Ex)	[ PH ]
When unarmored, as a full attack action using unarmed or special monk weapons, a monk may strike with a flurry of blows at the expense of accuracy. Making one extra attack at your highest attack bonus, but with a -1 penalty to all attacks (including attacks of opportunity) that round. When a monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.	
Ki Strike (Su)	[ PH ]
At 4th level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction (see Damage Reduction, page 291 of the Dungeon Master's Guide). Ki strike improves with the character's monk level. At 10th level, her unarmed attacks are also treated as lawful weapons for the	

purpose of dealing damage to creatures with damage reduction. At 16th level, her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness (see Smashing an Object, page 165). Magic

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

**Mighty Wallop Enhancement (Unarmed Strike)** [ My ]  
You increase the damage done by a bludgeoning Weapon weapon.

**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 Weapon Enhancement (Claws, Gore, Slam)** [ My ]  
You increase the damage done by a natural weapon.

**Morphic Weapon Enhancement (Unarmed Strike)** [ My ]  
You increase the damage done by a natural weapon.

**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 22; Base Power Points 7; Bonus Power Points 15

**Purity of Body (Ex)** [ PH ]  
At 5th level, a monk gains control over her body's immune system. She gains immunity to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

**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.

**Slow Fall (Ex)** [ PH ]  
a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 40 feet shorter than it actually is.

**Still Mind (Ex)** [ PH ]  
A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since her meditation and training improve her resistance to mind-affecting attacks.

**Unarmed Strike** [ PH ]  
Monks are highly trained in fighting unarmed, giving them considerable advantages when doing so. At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as the magic fang and magic weapon spells). A monk also deals more damage

with her unarmed strikes than a normal person would, as shown on Table 3-10: The Monk. The unarmed damage on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table: Small or Large Monk Unarmed Damage.

**Weapon and Armor Proficiency** [ PH ]  
Monks are proficient with certain basic peasant weapons and some special weapons that are part of monk training. Monks are not proficient with any armor or shields-in fact, many of the monk's special powers require unfettered movement. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her fast movement and flurry of blows abilities.

**Feats**

**Improved Natural Attack (Claws)** [ My ]  
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.

**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.

**Practiced Manifester** [ CP ]  
Choose a manifesting class that you possess. The powers you manifest from that class are more powerful.

Your manifest level for the chosen manifesting class increases by four. This benefit can't increase your manifest level higher than your Hit Dice. Even if you cant benefit from the full bonus immediately, however, if you later gain levels of nonmanifesting classes, you might be able to apply the rest of the bonus. For example, a human 5th-level psion/3rd-level fighter who selects this feat would increase his psion manifest level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus, and his psion manifest level would become 9th (since he now has 9 Hit Dice). A character with, two or more manifesting classes (such as a psychic warrior/psion) must choose which class gains the feats effect. This feat does not affect your powers per day or powers known. It only increases your manifest level, which helps you overcome power resistance and increases the duration and other effects of your powers. Special: You can select this feat multiple times. Each time you choose it, you must apply it to a different manifesting class.

**Superior Unarmed Strike** [ 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.

**Tashalatora** [ My ]  
You have successfully integrated martial arts with psionic power under the tutelage of Tashalatora masters.

Your levels in the psionic class you selected for Monastic Training stack with your monk levels to determine your AC bonus, flurry of blows attacks, and unarmed damage from the monk class.

**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.

**Combat Reflexes (Granted)** [ PH ]  
You can respond quickly and repeatedly to opponents who let their defenses down.

When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. You can still make only one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed.

**Improved Disarm (Granted)** [ PH ]  
You know how to disarm opponents in melee combat.

You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

**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.

<b>Stunning Fist (Granted)</b>	<b>[PH]</b>
You know how to strike opponents in vulnerable areas.	
7/day you may stun an opponent with a carefully placed unarmed attack (DC 22) in addition to doing normal damage. A stunned opponent can't act and loses any dex mod to AC as well a -2 penalty to AC for one round. Creatures immune to critical hits cannot be stunned	
<b>Track (Granted)</b>	<b>[PH]</b>
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, Kama, Katana, Kukri, Lance, Lance (Flight), Lance (Heavy), Leg, Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Nekode, Nunchaku, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sai, Sai ~ Arms and Equipment, Sap, Scimitar, Scythe, Shieldbash, Shock, Shortbow, Shortspear, Shuriken, Siangham, Sickle, Slam, Slap, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Steel Fins, Strike (Unarmed), Sword (Bastard), Sword (Butterfly), Sword (Cutlass), Sword (Saber), Sword (Short), Three-Section Staff, Tiger Claws, Tonfa, Trident, Truncheon, Unarmed Strike, Wakizashi, War Fan, Warhammer, Warmace, Wind Scythe

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

Temporary Bonus
Morphic ~ Add Leg
Morphic ~ Add Shock
Morphic ~ Add Wind Scythe
Morphic ~ Add Slap

Psychic Warrior Powers

LEVEL	0	1	2	3	4	5	6
KNOWN	—	3	2	—	—	—	—
PER DAY	—	—	—	—	—	—	—

LEVEL 1 / Per Day:0 / Caster Level:1

Power Points	Name	School	Time	Duration	Range	Source
1	Compression	Psychometabolism	1 standard action	1 rounds [D]	Personal	TME:p.84

[OI] **TARGET:** You; **EFFECT:** This power causes instant diminution, halving your height, length, and width and dividing your weight by 8. This decrease changes your size category to the next smaller one. You gain a +2 size bonus to Dexterity, a -2 size penalty to Strength [to a minimum effective Strength score of 1], a +1 size bonus on attack rolls, and a +1 size bonus to Armor Class due to your reduced size. If your new size is Tiny, you have a space of 2 1/2 feet and a natural reach of 0 feet [meaning that you must enter an opponent's square to attack]. If your new size is Diminutive, you have a space of 1 foot and a natural reach of 0 feet. This power doesn't change your speed. All your equipment, worn or carried, is similarly reduced by the power. Melee and projectile weapons deal less damage. Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown weapons deal their normal damage [projectiles deal damage based on the size of the weapon that fired them]. Multiple effects that reduce size do not stack, which means [among other things] that you can't use a second manifestation of this power to further reduce yourself. Augment: You can augment this power in one or more of the following ways. 1. If you spend 6 additional power points, this power decreases your size by two size categories. You gain a +4 size bonus to Dexterity, a -4 size penalty to Strength [to a minimum effective Strength score of 1], a +2 size bonus on attack rolls, and a +2 size bonus to Armor Class due to your reduced size. 2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action. 3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level. [SR:No]

1	Expansion	Psychometabolism	1 standard action	1 rounds [D]	Personal	XPH:p.105
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[OI] **TARGET:** You; **EFFECT:** This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity [to a minimum effective Dexterity score of 1], a -1 size penalty on attack rolls, and a -1 size penalty to Armor Class due to your increased size. If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet. This power doesn't change your speed. If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check [using your increased Strength score] to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you-you cannot crush yourself to death by increasing your size. All your equipment, worn or carried, is similarly expanded by this power. Melee and projectile weapons deal more damage. Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown weapons deal their normal damage [projectiles deal damage based on the size of the weapon that fired them]. Multiple effects that increase size do not stack, which means [among other things] that you can't use a second manifestation of this power to further expand yourself. Augment: You can augment this power in one or more of the following ways. 1. If you spend 6 additional power points, this power increases your size by two size categories instead of one. You gain a +4 size bonus to Strength, a -4 size penalty to Dexterity [to a minimum effective Dexterity score of 1], a -2 size penalty on attack rolls, and a -2 size penalty to Armor Class due to your increased size. 2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action. 3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level. [SR:No]

1	Inertial Armor	Psychokinesis	1 standard action	1 hours [D]	Personal	XPH:p.113
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[Vi, see text] **TARGET:** You; **EFFECT:** Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, inertial armor entails no armor check penalty or speed reduction. Because inertial armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor. Your inertial armor can be invisible or can appear as a colored glow, at your option. The armor bonus provided by inertial armor does not stack with the armor bonus provided by regular armor. Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1. [SR:No]

LEVEL 2 / Per Day:0 / Caster Level:1

Power Points	Name	School	Time	Duration	Range	Source
3	Body Adjustment	Psychometabolism (Healing)	1 round	Instantaneous	Personal	TME:p.80

[Au Ma] **TARGET:** You; **EFFECT:** You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed. Augment: For every 2 additional power points you spend, this power heals an additional 1d12 points of damage. [SR:No]

3	Body Purification	Psychometabolism (Healing)	1 round	Instantaneous	Personal	TME:p.81
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[Au Ma] **TARGET:** You; **EFFECT:** You restore up to 2 points of damage to a single ability score. You cannot use body purification to heal ability drain. Augment: For every additional power point you spend, this power heals 1 additional point of damage to the same ability score. [SR:No]

\* =Domain/Speciality Spell

# Warmonk

Changeling (Psionic)

RACE	0
AGE	
GENDER	Male
VISION	Darkvision (120 ft.)
ALIGNMENT	Lawful Good
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: