

Character Name

Player Name

Deity

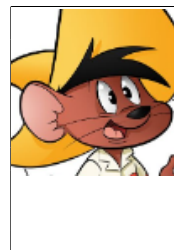
None

Region

Lawful Good

Alignment

Darkvision (60 ft.), Low-Light, Low-Light Vision



Monk 12

Nezumi (Psionic) / Fey

Medium / 5 ft.

5' 10" / 130 lbs.

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

12 (14)

88000 / 78000

0

Male

Black

Brown,
EVERYWHERE

Points

[illegible]

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+14	= +8	+ +4	+ +0	+ +2	+ +0	
REFLEX (dexterity)	+15	= +8	+ +5	+ +0	+ +2	+ +0	
WILL (wisdom)	+14	= +8	+ +4	+ +0	+ +2	+ +0	

Conditional Save Modifiers:

Cold Resistance 25

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+11/+6	=	+9/+4	+2	+0	+0	0	
RANGED attack bonus	+14/+9	=	+9/+4	+5	+0	+0	0	
GRAPPLE attack bonus	+11/+6	=	+9/+4	+2	+0	+0	+0	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+6	2d8+2	20/x2	5 ft.
Special Properties: Flurry of Blows	TOTAL ATTACK BONUS			
	+11/ +11			

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+11		1d4+2				

*Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+11		1d4+2				

Flurry of Blows		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+11/+11/+6/+6/+1		2d8+2				

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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bracers of Armor +6		+6		+0	0
<p>These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +6, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th</p>					

Stunning Fist

Uses per day

You know just where to strike to temporarily stun a foe. 13/day (DC 20)

Psionics

Base PP: 2 BonusPP: 0 Total PP: 2 Current PP:

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Continuous Collar of Umbral Metamorphosis	Equipped	1	1 / 22,000
Bracers of Armor +6	Equipped	1	1 / 36,000
These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +6, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th			
Signet Ring (Skill Bonus (Competence) (Tumble +10))	Equipped	1	0 / 10,005
Each signet ring has a distinctive design carved into it. When you press this ring into warm sealing wax, you leave an identifying mark., Competence bonus to selected skill of Tumble +10			
Claw	Equipped	1	0 / 0
Bite	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			
Sacred Boots Of Striding	Equipped	1	1 / 6,000
Flurry of Blows	Carried	1	0 / 0
Gain this extra attack during a full attack action, with all attacks taking a penalty			
TOTAL WEIGHT CARRIED/VALUE		23.9 lbs.	87,005gp

WEIGHT ALLOWANCE			
Light	58	Medium	116
Lift over head	175	Lift off ground	350
		Heavy	175
		Push / Drag	875

MONEY	
Coin (Gold): 995	[Equipped]
Total= 995 gp	

MAGIC	
Languages	
Bakemono, Common, Nezumi, Shadowlands	

Other Companions	
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Special Abilities	
+2 to saving throws vs poison and disease.	
Immune to Shadowlands Taint	

Special Qualities	
+2 Luck Bonus to all saves	[Lom]
Abundant Step (Su)	[PH]
At 12th level or higher, a monk can slip magically between spaces, as if using the spell dimension door, once per day. Her caster level for this effect is one-half her monk level (rounded down).	
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.	
Amphibious (Ex)	[MM]
Creature can breathe both air and water.	
Aquatic Subtype	[MM]
Aquatic creatures move in water without making Swim checks/ and breathe underwater	
Bonus Feat	[PH]
A Monk can choose certain bonus combat feats at certain levels, without meeting their pre-requisites	
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.	
Darkvision Vision (Ex)	[My]
You gain Darkvision 60'.	
Diamond Body (Su)	[PH]
At 11th level, a monk is in such firm control of her own metabolism that she gains immunity to poisons of all kinds.	
Evasion (Ex)	[PH]
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.	
Extraplantar Subtype	[MM]

A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplantar subtype (but would not have when on its home plane). Every extraplantar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplantar are natives of the Material Plane, and they gain the extraplantar subtype if they leave the Material Plane. No creature has the extraplantar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Fast Healing (Ex)	[Lom]
You regain 2 HP per round.	
Fast Movement (Ex)	[PH]
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.	
Fey Type	[MM]
Fey eat/sleep/breathe	
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 two extra attacks at your highest attack bonus, 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.	
Hide in Plain Sight (Ex)	[MM]
Use the Hide skill even while being observed (except in natural daylight, the area of a daylight spell, or a similar effect).	
Improved Evasion (Ex)	[PH]
At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, but henceforth she takes only half damage on a failed save. A helpless monk (such as one who is unconscious or paralysed) does not gain the benefit of improved evasion.	
Iron Vulnerability (Ex)	[My]
Iron and steel cause 1 point of damage to a mere touch. Iron or steel weapons deal +1d6 damage against you. If you have DR that would protect against this damage, it does apply (for instance, the damage from steel would be prevented by DR/Cold Iron)	
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 and Lawful	
Low-Light Vision (Ex)	[PH]
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
None (Ex)	[My]
Plane Shift (Sp)	[My]
To/from the Plane of Shadow only	
Psionic	[XPH]
Total Power Points 2; Base Power Points 2; Bonus Power Points 0	
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).	
Resistance to Cold (Ex)	[MM]
You may ignore 25 points of Cold damage each time you take Cold damage	
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.	
Shadow Blend	[Dr]
Acrobatic Backstab	[CS]
If you succeed on a Tumble check to move through an enemy's space, you can treat that enemy as flat-footed against the next melee attack you make against it on your current turn.	
Back on Your Feet	[CS]
If you fall prone for any reason, you can stand up as an immediate action without provoking attacks of opportunity.	
Corner Perch	[CS]
If you succeed on a Climb check to ascend or descend either a "chimney," where you can brace against opposite walls, or a corner where you can brace against perpendicular walls (PH 69), you can suspend yourself momentarily. Until the end of your next turn, you can use your hands freely for any other purpose (including attacking) without risk of falling. At the end of your next turn, you fall from the	

wall unless you succeed on a Climb check against the normal DC +5 (made as a move action) or you have succeeded on another Climb check to move up or down the wall as normal.

Extreme Leap [CS]
If you make a horizontal jump of at least 10 feet during your turn, you can spend a swift action to move an additional 10 feet on that turn.

Twisted Charge [CS]
When you charge, you can make one turn up to 90 degrees during your movement. You can't move more than your speed as part of this charge. All other restrictions on charges still apply, and you must have line of sight to the opponent at the start of your turn.

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 100 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.

Superior Low-Light Vision [MM]
Quick [UA]
You are fast, but less sturdy than average members of your race.

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.

Vernal Touch (Su) [My]
At will, spend a standard action and touch a creature. You remove all dazed, nauseated, fatigued, and exhausted conditions from the target. For indeed, this touch attack functions as Turn Undead used by a cleric two levels higher than your total level, affecting only the touched undead.

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.

Wholeness of Body (Su) [PH]
At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Speed of Thought [My]
The energy of your mind energizes the alacrity of your body.
As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

Up the Walls [XPH]
You can run on walls for brief distances.
While you are psionically focused, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall. For instance, Ma'varkith the psychic warrior has a speed of 40 feet (due to her Speed of Thought feat). She begins her turn standing next to a wall. She moves up the wall at a 45-degree angle ("diagonally") for 20 feet, which puts her 15 feet farther along the wall and 15 feet above the ground. Then she moves 15 feet straight down, ending her move in a 5-foot square adjacent to the wall (she has used up 35 feet of her allowed movement). At this point she takes her attack normally against an opponent adjacent to her, which potentially sets up flanking opportunities for her comrades. If the wall had a ledge within 30 feet of the ground, she could have ended her move on the ledge instead of having to move back down to the floor. Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

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 Trip (Granted) [PH]
You are trained not only in tripping opponents safely but also in following through with an attack.

You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed and gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent.

Stunning Fist (Granted) [PH]
You know how to strike opponents in vulnerable areas.
13/day you may stun an opponent with a carefully placed unarmed attack (DC 20) in addition to doing normal damage. A stunned opponent can't act and loses any dex mod to AC as well as a -2 penalty to AC for one round. Creatures immune to critical hits cannot be stunned

Feats	
Dash [CW]	Speed +5 feet in light or no armor.
Hidden Talent [XPH]	Your mind wakes to a previously unrealized talent for psionics. Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points, and you can take psionic feats, metapsionic feats, and psionic item creation feats. If you have or take a class that grants power points, the power points gained from Hidden Talent are added to your total power point reserve. When you take this feat, choose one 1st-level power from any psionic class list. You know this power (it becomes one of your powers known). You can manifest this power with the power points provided by this feat if you have a Charisma score of 11 or higher. If you have no psionic class levels, you are considered a 1st-level manifester when manifesting this power. If you have psionic class levels, you can manifest the power at the highest manifester level you have attained. (This is not a manifester level, and it does not add to any manifester levels gained by taking psionic classes.) If you have no psionic class levels, use Charisma to determine how powerful a power you can manifest and how hard those powers are to resist. Note: This is an expanded version of the Wild Talent feat, intended for use in high-psionics campaigns.
Run [PH]	You are fleet of foot. When running, you move five times your normal speed or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start, you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

Proficiencies
Bite, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Handaxe, Javelin, Kama, Nekode, Nunchaku, Quarterstaff, Sai, Sai ~ Arms and Equipment, Shuriken, Siangham, Sling, Spells (Ray), Spells (Touch), Steel Fins, Sword (Butterfly), Three-Section Staff, Tiger Claws, Tonfa, Unarmed Strike, War Fan

Templates
Amphibious
Dark Creature
Psionic
Shadow Creature
Unseelie Fey

Temporary Bonus
Speed of Thought

Innate

☐Plane Shift (DC:10)

Innate Racial Spells

Name	School	Time	Duration	Range	Source
☐Plane Shift	Conjuration (Teleportation)	1 standard action	Instantaneous	Touch	PH:p.262

[V, S, F] **TARGET:** Creature touched, or up to eight willing creatures joining hands; **EFFECT:** You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles [5d%] from your intended destination. Note: Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back. Focus: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures. [SR:Yes; DC:10, Will negates]

* =Domain/Speciality Spell

PsiSpell Powers

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	—	4	—	—	—	—	—	—	—	—
PER DAY	—	—	—	—	—	—	—	—	—	—

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

Power Points	Name	School	Time	Duration	Range	Source
1	Float	Transmutation	1 standard action	2 minutes	Long (480 ft.)	Fr:p.94

[V,S,M] **TARGET:** One Large or smaler creature or object; **EFFECT:** Target gains buoyancy and cannot swim below the surface of the water; if under water rise at rate of 30 ft. You mentally support yourself in water or similar liquid. You can swim at a speed of 10 feet using the power alone, or use it to boost your swim speed by 10 feet. [SR:Yes; DC:14, Fort negates]

* =Domain/Speciality Spell

Speedy Gonzales

Nezumi (Psionic)

RACE	0
AGE	
Male	
GENDER	
Darkvision (60 ft.), Low-Light, Low-Light Vision	
VISION	
Lawful Good	
ALIGNMENT	
Right	
DOMINANT HAND	
5' 10"	
HEIGHT	
130 lbs.	
WEIGHT	
Black	
EYE COLOUR	
Furry	
SKIN COLOUR	
Brown, EVERYWHERE	
HAIR / HAIR STYLE	
PHOBIAS	
,	
PERSONALITY TRAITS	
INTERESTS	
,	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	
DEITY	
Fey	
Race Type	
Race Sub Type	

Description:
Biography:

