

Stubby

Character Name  
Monk 12

CLASS  
12/14 (12)

91000 / 105000

Character Level/ECL (CR)

EXP/NEXT LEVEL

Player Name  
Githzerai (Psionic) / Humanoid

RACE  
0

Male

AGE

GENDER

Deity  
Medium / 5 ft.

SIZE / FACE

None

Region  
0' 0" / 0 lbs.

HEIGHT / WEIGHT

Lawful Good

Alignment  
Darkvision (60 ft.)

VISION

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR  
Strength

18

+4

18

+4

DEX  
Dexterity

27

+8

27

+8

CON  
Constitution

16

+3

16

+3

INT  
Intelligence

14

+2

14

+2

WIS  
Wisdom

20

+5

20

+5

CHA  
Charisma

16

+3

16

+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE  
(constitution)

+11

=

+8

+

+3

+

+0

+

+0

+

+0

REFLEX  
(dexterity)

+13

=

+8

+

+8

+

+0

+

-3

+

+0

WILL  
(wisdom)

+13

=

+8

+

+5

+

+0

+

+0

+

HP  
hit points

132

WOUNDS/CURRENT HP

AC  
armor class

34

:

26

:

30

=

10

+

4

+

0

+

8

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

12

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE  
modifier

+8

=

+8

+

+0

MISS CHANCE

0

Arcane Spell Failure

ARMOR CHECK PENALTY

+0

SPELL RESIST

17

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

SPEED

Walk 70 ft.

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE  
attack bonus

+13/+8

=

+9/+4

+

+4

+

+0

+

+0

+

0

RANGED  
attack bonus

+15/+10

=

+9/+4

+

+8

+

+0

+

-2

+

0

GRAPPLE  
attack bonus

+19/+14

=

+9/+4

+

+4

+

+0

+

+6

+

+0

UNARMED  
(nonlethal only)

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+17/+12

12d8+4

20/x2

15 ft.

Special Properties:  
Flurry of Blows

TOTAL ATTACK BONUS

+17/ +17

\*Flurry of Blows

HAND

TYPE

SIZE

CRITICAL

REACH

Equipped

B

M

20/x2

15 ft.

TOTAL ATTACK BONUS

DAMAGE

+17/+17/+17/+12

12d8+4

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

\*Scorpion Rope Dart

HAND

TYPE

SIZE

CRITICAL

REACH

Both

S

M

20/x2

45 ft.

To Hit

Dam

2H

+18/+13

12d8+7

2W-OH

null

null

Special Properties: Unlike most reach weapons, can be used against an adjacent foe. May be used to initiate a trip attack> If you are tripped during your own trip attempt, you may drop the weapon to avoid being tripped. +2 bonus on rolls made to disarm an opponent (includig rolls to avoid being disarmed should such an attempt fail). Finesseable. This does damage equal to your Unarmed Damage, if that is higher than the base damage just like a Scorpion Kama. While monk's are not automatically proficient with Rope Darts, they are a Monk Weapon like a Kama.

\*Slam

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

M

20/x2

15 ft.

TOTAL ATTACK BONUS

DAMAGE

+17

1d8+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

\*Battle Dancer Anklet For Monk

+4

+0

0

Grant Battle Dancer AC and Unarmed Attack

Stunning Fist

Uses per day

□□□□□ □□□□□ □□□

You know just where to strike to temporarily stun a foe. 13/day (DC 21)

TOTAL SKILLPOINTS: 90		MAX RANKS: 15/7.5				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
✓ Appraise		INT	2	=	2	
✓ Balance		DEX	24	=	8 + 14 + 2	
✓ Bluff		CHA	3	=	3	
✓ Climb		STR	22	=	4 + 12 + 6	
✓ Concentration		CON	3	=	3	
✓ Craft (Untrained)		INT	2	=	2	
✓ Diplomacy		CHA	3	=	3	
✓ Disguise		CHA	3	=	3	
✓ Escape Artist		DEX	23	=	8 + 15	
✓ Forgery		INT	2	=	2	
✓ Gather Information		CHA	3	=	3	
✓ Heal		WIS	5	=	5	
✓ Hide		DEX	23	=	8 + 15	
✓ Intimidate		CHA	3	=	3	
✓ Jump		STR	28	=	4 + 24	
✓ Knowledge (Untrained)		INT	2	=	2	
✓ Listen		WIS	5	=	5	
✓ Move Silently		DEX	23	=	8 + 15	
✓ Ride		DEX	8	=	8	
✓ Search		INT	2	=	2	
✓ Sense Motive		WIS	5	=	5	
✓ Spot		WIS	5	=	5	
✓ Survival		WIS	5	=	5	
✓ Swim		STR	10	=	4 + 6	
✓ Tumble		DEX	23	=	8 + 15	
✓ Use Rope		DEX	8	=	8	
✓ Use Rope (Bind someone)		DEX	10	=	8 + 2	
			=	+	+	
			=	+	+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Flurry of Blows		Equipped	1	0 / 0	
Gain this extra attack during a full attack action, with all attacks taking a penalty					
Scorpion Rope Dart		Equipped	1	4 / 4,302	
Unlike most reach weapons, can be used against an adjacent foe. May be used to initiate a trip attack< If you are tripped during your own trip attempt, you may drop the weapon to avoid being tripped. +2 bonus on rolls made to disarm an opponent (includig rolls to avoid being disarmed should such an attempt fail). Finesseable. This does damage equal to your Unarmed Damage, if that is higher than the base damage just like a Scorpion Kama. While monk's are not automatically proficient with Rope Darts, they are a Monk Weapon like a Kama.					
Slam		Equipped	1	0 / 0	
Gloves of the Big Beefy Arms		Equipped	1	0 / 18,000	
+6 Competence Bonust to Strength Checks, Competence bonus Strength Checks, including Trip and Grapple Checks, but not including Attack or Damage rolls.					
Bracelet of Mighty Wallop		Equipped	1	1 / 4,000	
These bracers cast Mighty Wallop on a single bludgeoning weapon you wield.					
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"					
Battle Dancer Anklet For Monk		Equipped	1	0 / 13,000	
Grant Battle Dancer AC and Unarmed Attack					
Mighty Arms		Equipped	1	0 / 1,000	
Can be mounted with Warforged components that attach to the hand, such as a Battlefist					
Battlefist (Mighty Arms Attachment)		Equipped	1	6 / 4,900	
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 TYPE: damage.					
TOTAL WEIGHT CARRIED/VALUE		12 lbs.	68,202gp		
WEIGHT ALLOWANCE					
Light 100		Medium 200		Heavy 300	
Lift over head 300		Lift off ground 600		Push / Drag 1500	
MONEY					
					Total= 0 gp
MAGIC					
Languages					
Common, Githzerai, Undercommon					
Other Companions					

Special Attacks	
Battlefist	[ My ]
Battlefist Monk	[ My ]
Clever Positioning, Novice	[ ToB ]
With a swift flurry of motion, you knock you foe off balance, slip into his space, and force him into the spot you just occupied. You make a melee attack, and while your opponent is slightly off balance from your blow, you find the leverage needed to pull him into your space while moving into his space. As part of this maneuver, you make a single melee attack against a target. If your attack hits, the target takes damage normally and must make a Reflex save (DC 12 + your Dex modifier). If this save fails, you swap positions with the target. If the target is Large or larger, you can occupy any of the squares that make up its space. The target must in turn occupy the square, or one of the squares, you previously occupied. You cannot use this maneuver if you or the target would end up sharing the same space as another creature or an impassable terrain feature, such as a wall. If your target occupies a larger space than you do, he chooses his final position according to the guidelines given above.	
Comet Throw, Novice	[ ToB ]
You use your foe's momentum against him, throwing him through the air to crash into a second enemy. This maneuver functions like mighty throw (page 73), except as noted here. As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check. If you succeed in tripping your foe, you throw him up to 10 feet away from you in a direction of your choice. You select your enemy's destination square. The target falls prone in that space and takes 4d6 points of damage. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw range. For example, if you win by 10, you can place your foe in any space within 20 feet of you. You can throw your opponent into a space occupied by a second foe. In this case, the opponent in the target square also takes 4d6 points of damage and is knocked prone. A Reflex save (DC 14 + your Str modifier) halves this damage and allows the second target to remain standing. The thrown creature then falls prone in a clear space of your choice adjacent to the second target.	
Mighty Arms Slam Attack (Medium)	[ My ]

Special Qualities	
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.	
Bonus Feat	[ PH ]
A Monk can choose certain bonus combat feats at certain levels, without meeting their pre-requisites	
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.	
Extraplanar 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 extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.	
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.	
Poor Reflexes	[ UA ]
You often zig when you should have zagged.	
Shaky	[ UA ]
You are relatively poor at ranged combat.	
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.	
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.	
Inertial Armor (Sp)	[ MM ]
Githzerai can use psychic force to block an enemy's blows. This ability gives them a +4 armor bonus to AC as long as they remain conscious. This is the equivalent of a 1stlevel spell.	
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 adamantine weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness (see Smashing an Object, page 165). Magic and Lawful	
Mighty Wallop Enhancement (Flurry of Blows)	[ My ]
You increase the damage done by a bludgeoning Weapon weapon.	
Mighty Wallop Enhancement (Unarmed Strike)	[ My ]
You increase the damage done by a bludgeoning Weapon weapon.	
Psionic	[ XPH ]
Total Power Points 0; Base Power Points 0; Bonus Power Points 0	
Psionics (Sp)	[ MM ]
3/day-daze (DC 9), feather fall, shatter (DC 11). A githzerai of 11th level or higher can use plane shift (DC 16) once per day. Effective caster level equals the githzerai's class levels. The save DCs are Charisma-based.	
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).	
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.	
Walk the Walls	[ CS ]

You can move up a wall without making a climb check. Each 5 feet of vertical movement costs you 4 squares of movement, and you must begin and end your turn on a horizontal surface.

**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.

**Spell Resistance (Ex)** [MM]  
A githzerai has spell resistance equal to its class levels + 5.

**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.

**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.

Feats

**Beast Strike** [My]  
Benefit: When you make an unarmed strike or grapple check to deal damage, you may add your claw or slam damage to your unarmed strike or grapple damage. Special: A fighter may select Beast Strike as a fighter bonus feat.

**Exotic Weapon Proficiency (Rope Dart)** [PH]  
You understand how to use the specified type of exotic weapon in combat. Choose a type of exotic weapon, such as dire flail or shuriken (see Table 7-5: Weapons, page 116, for a list of exotic weapons). You understand how to use that type of exotic weapon in combat.

You make attack rolls with the weapon normally. Normal: A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls. Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13. A fighter may select Exotic Weapon Proficiency as one of his fighter bonus feats (see page 38)

**Improved Natural Attack (Unarmed Strike)** [My]  
Improved Natural Attack for Unarmed Strike

**Knock-Down** [My]  
Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.  
Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

**Snap Kick** [ToB]  
You have continued to hone your unarmed combat skills, and you deal more damage with your unarmed strikes.  
When you make a melee attack with one or more melee weapons (including a standard attack, full attack, or even a strike maneuver), you can make an additional attack at your highest attack bonus. This attack is an unarmed attack that deals damage equal to your base unarmed attack damage + 1/2 your Str bonus. You take a -2 penalty on all attack rolls you make this round.

**Weapon Finesse** [PH]  
You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.  
With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

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. When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. For example, a fighter with a Dexterity of 15 can make a total of three attacks of opportunity in 1 round-the one attack of opportunity any character is entitled to, plus two more because of his +2 Dexterity bonus. If four goblins move out of the character's threatened squares, he can make one attack of opportunity each against three of the four. You can still make only one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed. Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed. Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability (see page 51) more than once per round. A fighter may select Combat Reflexes as one of his fighter bonus feats (see page 38) A monk may select Combat Reflexes as a bonus feat at 2nd level.

**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.

**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 21) 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

Proficiencies

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

Templates

Psionic  
Reach 15

Innate

- ☐Clever Positioning (DC:20)
- ☐Comet Throw (DC:18)

Githyanki Psionics Spell-like Abilities

- ☐☐☐Daze (DC:14)
- ☐☐☐Feather Fall (DC:10)

☐Plane Shift (DC:10)
- ☐☐☐Shatter (DC:15)

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <b>Clever Positioning</b>	Setting Sun (Strike)	1 standard action		Melee attack	ToB:p.70
<b>TARGET:</b> One creature; <b>EFFECT:</b> With a swift flurry of motion, you knock you foe off balance, slip into his space, and force him into the spot you just occupied. You make a melee attack, and while your opponent is slightly off balance from your blow, you find the leverage needed to pull him into your space while moving into his space. As part of this maneuver, you make a single melee attack against a target. If your attack hits, the target takes damage normally and must make a Reflex save [DC 12 + your Dex modifier]. If this save fails, you swap positions with the target. If the target is Large or larger, you can occupy any of the squares that make up its space. The target must in turn occupy the square, or one of the squares, you previously occupied. You cannot use this maneuver if you or the target would end up sharing the same space as another creature or an impassable terrain feature, such as a wall. If your target occupies a larger space than you do, he chooses his final position according to the guidelines given above. []; <b>DC:</b> 20, Reflex partial]					
<input type="checkbox"/> <b>Comet Throw</b>	Setting Sun (Strike)	1 standard action		Touch	ToB:p.71
<b>TARGET:</b> Creature touched; see text; <b>EFFECT:</b> You use your foe's momentum against him, throwing him through the air to crash into a second enemy. This maneuver functions like mighty throw [page 73], except as noted here. As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check. If you succeed in tripping your foe, you throw him up to 10 feet away from you in a direction of your choice. You select your enemy's destination square. The target falls prone in that space and takes 4d6 points of damage. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw range. For example, if you win by 10, you can place your foe in any space within 20 feet of you. You can throw your opponent into a space occupied by a second foe. In this case, the opponent in the target square also takes 4d6 points of damage and is knocked prone. A Reflex save [DC 14 + your Str modifier] halves this damage and allows the second target to remain standing. The thrown creature then falls prone in a clear space of your choice adjacent to the second target. []; <b>DC:</b> 18, Reflex partial; see text]					
* =Domain/Speciality Spell					

Githyanki Psionics Spell-like Abilities

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Daze</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (65 ft.)	PH:p.217
<b>[V, S, M] TARGET:</b> One humanoid creature of 4 HD or less; <b>EFFECT:</b> This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. Material Component: A pinch of wool or similar substance. [ <b>SR:</b> Yes; <b>DC:</b> 14, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Feather Fall</b>	Transmutation [Air Shugenja]	1 free action	Until landing or 16 rounds	Close (65 ft.)	PH:p.229
<b>[V] TARGET:</b> 16 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; <b>EFFECT:</b> The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round [equivalent to the end of a fall from a few feet], and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth. You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [ <b>SR:</b> Yes (object); <b>DC:</b> 10, Will negates (harmless) or Will negates (object)]					
<input type="checkbox"/> <b>Plane Shift</b>	Conjuration (Teleportation)	1 standard action	Instantaneous	Touch	PH:p.262
<b>[V, S, F] TARGET:</b> Creature touched, or up to eight willing creatures joining hands; <b>EFFECT:</b> 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. [ <b>SR:</b> Yes; <b>DC:</b> 10, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Shatter</b>	Evocation [Sonic]	1 standard action	Instantaneous	Close (65 ft.)	PH:p.278
<b>[V, S, M/DF] TARGET:</b> 5-ft.-radius spread; or one solid object or one crystalline creature; <b>EFFECT:</b> Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered. Alternatively, you can target shatter against a single solid object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature [of any weight], shatter deals 1d6 points of sonic damage per caster level [maximum 10d6], with a Fortitude save for half damage. Arcane Material Component: A chip of mica. [ <b>SR:</b> Yes (object); <b>DC:</b> 15, Will negates (object); Will negates (object) or Fortitude half; see text]					
* =Domain/Speciality Spell					

Stubby

Githzerai (Psionic)

RACE	0
AGE	
GENDER	Male
VISION	Darkvision (60 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	Humanoid
Race Type	

Race Sub Type

Description:  
Biography: