

Smashy

Character Name
Monk 11, Warshaper 1

CLASS
12 (18)

Character Level (CR)
88000 / 78000

Player Name
Hengeyokai / Monstrous Humanoid

RACE
0

AGE
Male

Deity
Large / 10 ft.

Region
None

HEIGHT / WEIGHT
0' 0" / 0 lbs.

Alignment
Darkvision (120 ft.)

VISION
LAWFUL GOOD

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

43

+16

43

+16

DEX

Dexterity

12

+1

12

+1

CON

Constitution

28

+9

28

+9

INT

Intelligence

8

-1

8

-1

WIS

Wisdom

18

+4

18

+4

CHA

Charisma

12

+1

12

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+15

=

+9

+

+9

+

+0

+

-3

+

+0

+

REFLEX

(dexterity)

+5

=

+7

+

+1

+

+0

+

-3

+

+0

+

WILL

(wisdom)

+11

=

+7

+

+4

+

+0

+

+0

+

+0

+

HP

hit points

228

WOUNDS/CURRENT HP

AC

armor class

28

:

27

:

16

=

10

+

0

+

0

+

1

+

-2

+

12

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

7

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+1

=

+1

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

Encumbrance

Light

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

TOTAL SKILLPOINTS: 58 (UNUSED: 58)

SKILLS

MAX RANKS: 15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

-1

=

-1

✓ Balance

DEX

1

=

1

✓ Bluff

CHA

1

=

1

✓ Climb

STR

16

=

16

✓ Concentration

CON

9

=

9

✓ Craft (Untrained)

INT

-1

=

-1

✓ Diplomacy

CHA

1

=

1

✓ Disguise

CHA

1

=

1

✓ Escape Artist

DEX

1

=

1

✓ Forgery

INT

-1

=

-1

✓ Gather Information

CHA

1

=

1

✓ Heal

WIS

4

=

4

✓ Hide

DEX

-7

=

1

+ -8

✓ Intimidate

CHA

1

=

1

✓ Jump

STR

36

=

16

+ 20

✓ Knowledge (Untrained)

INT

-1

=

-1

✓ Listen

WIS

6

=

4

+ 2

✓ Move Silently

DEX

1

=

1

✓ Ride

DEX

1

=

1

✓ Search

INT

1

=

-1

+ 2

✓ Sense Motive

WIS

4

=

4

✓ Spot

WIS

6

=

4

+ 2

✓ Survival

WIS

4

=

4

✓ Swim

STR

16

=

16

✓ Use Rope

DEX

1

=

1

=

+

+

=

+

+

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

MELEE

attack bonus

TOTAL

+23/+18

=

BASE ATTACK BONUS

+9/+4

+

STAT

+16

+

SIZE

-2

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

+6/+1

=

+9/+4

+

+1

+

-2

+

-2

+

0

+

GRAPPLE

attack bonus

+28/+23

=

+9/+4

+

+16

+

+3

+

+0

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+24/+19

DAMAGE

12d8+16

CRITICAL

20/x2

REACH

15 ft.

Special Properties:

Flurry of Blows

TOTAL ATTACK BONUS

+24/ +24

*Battlefist (Large)

HAND

Primary

TYPE

B

SIZE

L

CRITICAL

none/x0

REACH

15 ft.

TOTAL ATTACK BONUS

+25/+20

DAMAGE

12d8+17

Special Properties: Increase Slam damage (to 1d8 for medium creatures). Monks wearing a battlefist deal unarmed damage as if one size larger, and may add their slam damage to their unarmed damage.

*Gore

HAND

Primary

TYPE

PS

SIZE

M

CRITICAL

20/x2

REACH

15 ft.

TOTAL ATTACK BONUS

+23

DAMAGE

3d6+16

*Claws

HAND

Primary

TYPE

SIZE

M

CRITICAL

20/x2

REACH

15 ft.

TOTAL ATTACK BONUS

+23/+23

DAMAGE

6d6+16

*: 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.

Flurry of Blows (Large)		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Carried	B	L	20/x2	15 ft.
+24/+24/+19/+19/+14		DAMAGE				
		12d8+16				
Special Properties: Gain this extra attack during a full attack action, with all attacks taking a penalty						
*Slam		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	15 ft.
TOTAL ATTACK BONUS		DAMAGE				
+23		6d6+16				
EQUIPMENT						
ITEM		LOCATION	QTY	WT / COST		
Battlefist (Large)		Equipped	1	12 / 2,900		
Increase Slam damage (to 1d8 for medium creatures). Monks wearing a battlefist deal unarmed damage as if one size larger, and may add their slam damage to their unarmed damage.						
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						
Mighty Arms		Equipped	1	0 / 1,000		
Can be mounted with Warforged components that attach to the hand, such as a Battlefist						
Flurry of Blows (Large)		Carried	1	0 / 0		
Gain this extra attack during a full attack action, with all attacks taking a penalty						
Slam		Equipped	1	0 / 0		
TOTAL WEIGHT CARRIED/VALUE		13 lbs.	16,900gp			
WEIGHT ALLOWANCE						
Light	6400	Medium	12800	Heavy	19200	
Lift over head	19200	Lift off ground	38400	Push / Drag	96000	
MONEY						
Total= 0 gp [Unspent Funds = 71,100 gp]						
MAGIC						
Languages						
Common, Hengeyokai						
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						
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.						
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) (+8). 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						
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.						
Alternate Form (Su)						[My]

You may change forms Times per day taking either humanoid, hybrid, or animal form. This is a full round action that provokes an attack of opportunity. Your animal form is a normal animal of small or smaller size. This functions like the Polymorph spell. When assuming animal form, your equipment merges with your body and becomes nonfunctional. You have low-light vision and the supernatural ability to communicate with others of your kind. You have the size, speed, AC, and damage rating from the table "Hengeyokai Alternate Forms" You get +10 to disguise checks to disguise yourself as the animal you are transformed into. In hybrid form you retain the low-light vision and the ability to speak with animals of your kind, but retain your humanoid attributes, modified depending on your form. Equipment is not absorbed when tranforming into hybrid form.	
Bonus Feat	[PH]
A Monk can choose certain bonus combat feats at certain levels, without meeting their pre-requisites	
Darkvision (Ex)	[PH]
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.	
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.	
Fast Healing 5	[MM]
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.	
Meager Fortitude	[UA]
You are sickly and weak of stomach.	
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.	
Hare	[My]
Your alternate form is that of a Hare	
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.	
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	
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.

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 [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 80 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.

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.

Improved Natural Attack (Claws, Slam) [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.

Improved Natural Attack (Unarmed Strike) [My]

Improved Natural Attack for Unarmed Strike

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.

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
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1d10 16th-20th 2d6 Special: If you are a monk, you instead deal unarmed damage as a monk four levels higher.

Weapon Focus (Unarmed Strike) [PH]

You are especially good at using this specified weapon.

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

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 Grapple (Granted) [UNA]

You are skilled in martial arts that emphasize holds and throws.

You do not incur an attack of opportunity when you make a touch attack to start to grapple. You also gain a +4 bonus on all grapple checks.

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.

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
Claws, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gore, Handaxe, Javelin, Kama, Nekode, Nunchaku, Quarterstaff, 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
Face 10
Feral Creature
Half-Minotaur (Large or Larger)
Half-Ogre(Medium Or Smaller)
Reach 10
Wild (Wilderness Dweller)

Smashy

Hengeyokai

RACE

0

AGE

Male

GENDER

Darkvision (120 ft.)

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

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: