

TSUTO

Character Name

Monk (Zen Archer) 3, Rogue 1

CLASS

4 (3)

Character Level (CR)

9000 / 15000

EXP/NEXT LEVEL

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

10

+0

10

+0

DEX

Dexterity

15

+2

15

+2

CON

Constitution

14

+2

14

+2

INT

Intelligence

10

+0

10

+0

WIS

Wisdom

20

+5

20

+5

CHA

Charisma

10

+0

10

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+7

=

+5

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+8

=

+3

+

+5

+

+0

+

+0

+

CONDITIONAL SAVE MODIFIERS:

+2 vs. enchantment spells and effects

MELEE

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+2

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+2

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

CMB

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+2

+

STAT

+0

+

SIZE

+0

+

MISC

+

EPIC

+

TEMP

CMB

GRAPPLE

+2

TRIP

+2

DISARM

+2

SUNDER

+2

BULL RUSH

+2

OVERRUN

+2

CMD

21

21

21

21

21

21

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+4

DAMAGE

1d6

CRITICAL

20/x2

REACH

1,5 m

Flurry of Blows

TOTAL ATTACK BONUS

+3/ +3

PLAYER NAME

Half-Elf (Varisian) / Humanoid

RACE

30

AGE

Masculino

GENDER

Deity

Medium / 1,5 m

SIZE / FACE

Varisia

Region

0 cm / 0 kg

HEIGHT / WEIGHT

Lawful Evil

Alignment

Darkvision (18 m)

VISION

25

Points

WOUNDS/CURRENT HP

34

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 12 m

AC

armor class

11

:

8

:

11

=

10

+

0

+

0

+

2

+

0

+

0

+

1

+

1

+

0

+

0

+

0

+

0

+

-3

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+4

=

+2

+

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

TOTAL SKILLPOINTS: 20

SKILLS

MAX RANKS: 4/4

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

3

=

2

+

2

+

-1

✓ Acrobatics (Jump)

DEX

7

=

2

+

2

+

3

✓ Appraise

INT

0

=

0

✓ Artistry

INT

0

=

0

✓ Bluff

CHA

5

=

0

+

2

+

3

✓ Climb

STR

-4

=

0

+

-4

✓ Craft (Untrained)

INT

0

=

0

✓ Diplomacy

CHA

5

=

0

+

2

+

3

✓ Disable Device

DEX

6

=

2

+

4

✓ Disguise

CHA

0

=

0

✓ Escape Artist

DEX

4

=

2

+

3

+

-1

✓ Fly

DEX

-2

=

2

+

-4

✓ Heal

WIS

5

=

5

✓ Intimidate

CHA

0

=

0

✓ Perception

WIS

17

=

5

+

4

+

8

✓ Perception (Trapfinding)

WIS

18

=

5

+

4

+

9

✓ Perform (Untrained)

CHA

0

=

0

✓ Perform (Wind Instruments)

CHA

5

=

0

+

2

+

3

✓ Ride

DEX

-2

=

2

+

-4

✓ Sense Motive

WIS

9

=

5

+

1

+

3

✓ Stealth

DEX

-2

=

2

+

-4

✓ Survival

WIS

5

=

5

✓ Swim

STR

-4

=

0

+

-4

=

+

+

=

+

+

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

*Longbow

HAND

TYPE

SIZE

CRITICAL

REACH

Both

P

M

20/x3

1,5 m

Range: 9 m

To Hit: +9

Damage: 1d8+1

TH

30 m

60 m

90 m

120 m

150 m

Dam

+8

+6

+4

+2

+0

1d8

1d8

1d8

1d8

1d8

180 m

210 m

240 m

270 m

300 m

TH

-2

-4

-6

-8

-10

Dam

1d8

1d8

1d8

1d8

1d8

*Longbow [Deadly Aim]

HAND

TYPE

SIZE

CRITICAL

REACH

Both

P

M

20/x3

1,5 m

Range: 9 m

To Hit: +8

Damage: 1d8+3

TH

30 m

60 m

90 m

120 m

150 m

Dam

+7

+5

+3

+1

-1

1d8+2

1d8+2

1d8+2

1d8+2

1d8+2

180 m

210 m

240 m

270 m

300 m

TH

-3

-5

-7

-9

-11

Dam

1d8+2

1d8+2

1d8+2

1d8+2

1d8+2

*: 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.

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Longbow		Equipped	1	NaN / 75	
Longbow		Equipped	1	0 / 0	
Ring (AC Bonus (Deflection) (+1))		Equipped	1	0 / 2,000	
Deflection bonus to armor class of +1					
Outfit (Pickpocket's)		Equipped	1	NaN / 0	
TOTAL WEIGHT CARRIED/VALUE		3 kg	2,075gp		
WEIGHT ALLOWANCE					
Light	16,5	Medium	33	Heavy	50
Lift over head	50	Lift off ground	100	Push / Drag	250
MONEY					
Total= 0 gp [Unspent Funds = -2,075 gp]					
MAGIC					
Languages					
Common, Elven, Varisian					
Other Companions					
Archetypes					
Zen Archer			[Paizo Inc. - Advanced Player's Guide, p.115]		
Some monks seek to become one with another weapon entirely-the bow. The zen archer takes a weapon most other monks eschew and seeks perfection in the pull of a taut bowstring, the flex of a bow's limbs, and the flight of an arrow fired true.					
Traits					
Reactionary			[Paizo Inc. - Second Darkness Player's Guide, p.11]		
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.					
Special Attacks					
Sneak Attack (Ex)			[Paizo Inc. - Core Rulebook, p.68]		
If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 1d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.					
Special Qualities					
AC Bonus (Ex)			[Paizo Inc. - Core Rulebook, p.57]		
When unarmored and unencumbered, you add +5 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.					
Adaptability (Ex)			[Paizo Inc. - Core Rulebook, p.24]		
Half-elves receive Skill Focus as a bonus feat at 1st level.					
Bonus Feats			[Paizo Inc. - Advanced Player's Guide, p.115]		
A zen archer's bonus feats must be taken from the following list: Combat Reflexes, Deflect Arrows, Dodge, Far Shot, Point-Blank Shot, Precise Shot, and Rapid Shot. At 6th level, the following feats are added to the list: Focused Shot*, Improved Precise Shot, Manyshot, Mobility, and Parting Shot*. At 10th level, the following feats are added to the list: Improved Critical, Pinpoint Targeting, Shot on the Run, and Snatch Arrows. A monk need not have any of the prerequisites normally required for these feats to select them. These feats replace the monk's normal bonus feats.					
Bonus Ki (4x)			[Paizo Inc. - Advanced Race Guide]		
Add +1/4 to the monk's ki pool.					
Drow Blooded			[Paizo Inc. - Advanced Race Guide, p.42]		
Some half-elves born of drow parents exhibit more drow traits than others:particularly many of the physical features of the drow:and have darkvision 60 feet and light blindness.					
Elf Blood (Ex)			[Paizo Inc. - Core Rulebook, p.24]		
Half-elves count as both elves and humans for any effect related to race.					
Elven Immunities (Ex)			[Paizo Inc. - Core Rulebook, p.24]		
Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.					

Fast Movement (Ex)	[Paizo Inc. - Core Rulebook, p.59]
You gain a +10 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.	
Finesse Training (Ex)	[Paizo Inc. - Pathfinder Unchained, p.20]
At 1st level, a rogue gains Weapon Finesse as a bonus feat. In addition, starting at 3rd level, she can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the rogue from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The rogue can select a second weapon at 11th level and a third at 19th level.	
Flurry of Blows (Ex)	[Paizo Inc. - Advanced Player's Guide, p.115]
Starting at 1st level, a zen archer can make a flurry of blows as a full-attack action, but only when using a bow (even though it is a ranged weapon). He may not make a flurry of blows with his unarmed attacks or any other weapons. A zen archer does not apply his Strength bonus on damage rolls made with flurry of blows unless he is using a composite bow with a Strength rating. A zen archer's flurry of blows otherwise functions as normal for a monk of his level. A zen archer cannot use Rapid Shot or Manyshot when making a flurry of blows with his bow.	
Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves receive a +2 bonus on Perception skill checks.	
Light Blindness (Ex)	[Paizo Inc. - Bestiary, p.301]
You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.	
Multitalented (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.	
Perfect Strike (Ex)	[Paizo Inc. - Advanced Player's Guide, p.115]
At 1st level, a zen archer gains Perfect Strike as a bonus feat, even if he does not meet the prerequisites. A zen archer can use Perfect Strike with any bow. At 10th level, the monk can roll his attack roll three times and take the highest result. If one of these rolls is a critical threat, the monk must choose one of his other two rolls to use as his confirmation roll. This ability replaces Stunning Fist.	
Point Blank Master (Ex)	[Paizo Inc. - Advanced Player's Guide, p.115]
At 3rd level, a zen archer gains Point Blank Master* as a bonus feat, even if he does not meet the prerequisites. This ability replaces still mind.	
Trapfinding (Ex)	[Paizo Inc. - Pathfinder Unchained, p.20]
You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.	
Unarmed Strike	[Paizo Inc. - Core Rulebook, p.58]
At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.	
Way of the Bow (Ex)	[Paizo Inc. - Advanced Player's Guide, p.115]
At 2nd level, a zen archer gains Weapon Focus as a bonus feat with one type of bow. At 6th level, the monk gains Weapon Specialization with the same weapon as a bonus feat, even if he does not meet the prerequisites. This ability replaces evasion.	
Weapon and Armor Proficiency	[Paizo Inc. - Advanced Player's Guide, p.115]
Zen archers are proficient with longbows, shortbows, composite longbows, and composite shortbows in addition to their normal weapon proficiencies.	
Zen Archery (Ex)	[Paizo Inc. - Advanced Player's Guide, p.115]
At 3rd level, a zen archer may use his Wisdom modifier instead of his Dexterity modifier on ranged attack rolls when using a bow. This ability replaces maneuver training.	

Feats	
Deadly Aim	[Dreamscarred Press - Core Rulebook, p.121]
You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.	

[Zen Archer Flurry] You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.	
You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
[Zen Archer Flurry] You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
Point Blank Master (Weapon Specialization (Longbow))	[Paizo Inc. - Advanced Player's Guide, p.167]
You are adept at firing ranged weapons in close quarters.	
Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.	
Skill Focus (Perception)	[Paizo Inc. - Core Rulebook, p.134]
You are particularly adept at your chosen skill.	
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
Improved Unarmed Strike	[Paizo Inc. - Core Rulebook, p.128]
You are skilled while fighting unarmed.	
You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.	
Perfect Strike	[Paizo Inc. - Advanced Player's Guide, p.166]
When wielding a monk weapon, your attacks can be extremely precise.	
You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). You must use one of the following weapons to make the attack: kama, nunchaku, quarterstaff, sai, and siangham. You can roll your attack roll twice and take the higher result. If one of these rolls is a critical threat, the other roll is used as your confirmation roll (your choice if they are both critical threats). You may attempt a perfect attack once per day for every four levels you have attained (but see Special), and no more than once per round.	
Weapon Finesse	[Paizo Inc. - Core Rulebook, p.136]
You are trained in using your agility in melee combat, as opposed to brute 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.	
Weapon Focus (Longbow)	[Dreamscarred Press - Core Rulebook, p.136]
You are especially good at using your chosen weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Dodge (Granted)	[Paizo Inc. - Core Rulebook, p.122]
Your training and reflexes allow you to react swiftly to avoid an opponent's attack.	
You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.	
Point-Blank Shot (Granted)	[Paizo Inc. - Core Rulebook, p.131]
You are especially accurate when making ranged attacks against close target.	
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	

Proficiencies
Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Flurry of Blows, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Handaxe, Javelin, Kama, Khakkhara, Longbow, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Nunchaku, Quarterstaff, Rapier, Rock, Sai, Sap, Shortbow, Shortspear, Shuriken, Siangham, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Sword (Temple), Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)
Temporary Bonus
Deadly Aim
Stunned
Blinded

Tsuto

Half-Elf (Varisian)

RACE	
30	
AGE	
Masculino	
GENDER	
Darkvision (18 m)	
VISION	
Lawful Evil	
ALIGNMENT	
Direita	
DOMINANT HAND	
0 cm	
HEIGHT	
0 kg	
WEIGHT	
EYE COLOUR	
SKIN COLOUR	
,	
HAIR / HAIR STYLE	
PHOBIAS	
,	
PERSONALITY TRAITS	
INTERESTS	
,	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
Varisia	
REGION	
DEITY	
Humanoid	
Race Type	
Race Sub Type	

Description:

Biography: