

[:] 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. 2/day (DC 14)

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Double Spear	Equipped	1	6/10		
(Spear), Extra damage when set against a charging character (pg. 144)					
Monk's Outfit	Equipped	1	2/5		
Reversible Cloak (Common)	Equipped	1	1 / 0.2		
Hip Flask	Equipped	2	0.5 (1) / 1 (2)		
Backpack, Common 1 lbs., 1 War Draught (Hobgoblin)	Equipped	1	2/2		
War Draught (Hobgoblin)	Backpack, Common	1	1 / 10		

A hobgoblin under the effects of hobgoblin war draught ignores all penalties resulting from the fatigued and shaken conditions for 10 minutes, after which he must succeed at a DC 15 Fortitude save or be sickened for 1 hour. Anyone lacking the goblinoid subtype who drinks hobgoblin war draught must immediately make a DC 15 Fortitude save or be sickened for 1 hour; success means the drinker ignores all penalties resulting from the fatigued and shaken conditions for 1 minute, after which he is sickened for 10 minutes. Hobgoblin war draught has no effect on creatures that are

initiane to poison.			
Waterskin	Carried	1	0 / 1
Oldlaw Whiskey (Bottle)	Carried	5	1 (5) / 20 (100)
TOTAL WEIGHT CARRIED/VALUE	18 lbs.	13	0.2gp

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

MONEY

Total= 0 gp [Unspent Funds = 265.7 gp]

MAGIC

Languages

Common, Dwarven, Terran

Other Companions

Archetypes

Drunken Master

[Paizo Inc. - Advanced Plaver's Guide, p.1101

Most monks lead lives of moderation and quiet contemplation. But the drunken master finds perfection through excess. Powered by strong wine, he uses his intoxication to reach a state where his ki is more potent, if somewhat fleeting. A drunken master has the following class features.

Student of Stone

[Paizo Inc. - Advanced Race Guide, p.146]

By following the path of the stone, students of stone give up much of monks' mobility in favor of sheer resilience.

Traits

Adopted

[Dreamscarred Press Advanced Player's Guide, p.3291

You were adopted and raised by someone not of your actual race, and raised in a society not your own. You may immediately select a race trait from your adoptive parent's race.

Clearheaded

[Paizo Inc. - Dwarves of Golarion, p.10]

You see through deception and lies. You gain a +1 trait bonus on opposed checks against the Bluff and Disguise skills and a +1 trait bonus on saving throws against illusion effects.

Fortified Drinker (Cavden Cailean)

[Paizo Inc. - Advanced Player's Guide, p.333]

Cayden Cailean's holy brews invigorate your mind, making you less susceptible to mental attacks. Whenever you imbibe any alcoholic beverage, you gain a +2 trait bonus on saves against mind-affecting effects for 1 hour

Special Attacks

Flurry of Blows (Ex)

[Paizo Inc. - Core Rulebook, p.57]

You can make a flurry of blows as a full-attack action. You can make a flurry of blows as a full-attack action. When doing so, you may make one additional attack, taking a -2 penalty on all of your attacks, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk speciak weapon (you do not need to use two weapons to utilize this ability). For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.

Stunning Fist (Ex)

[Paizo Inc. - Core Rulebook, p.59]

You gain Stunning Fist as a bonus feat.

Special Qualities

AC Bonus (Ex)

[Paizo Inc. - Core Rulebook, p.571

When unarmored and unencumbered, you add +3 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.

Darkvision (Ex)

[Paizo Inc. - Bestiary] 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.

Granite Skin (Ex)

[Paizo Inc. - Advanced Race Guide, p.144]

Gain a +1 racial bonus to natural armor.

Hard as Stone (Ex)

[Paizo Inc. - Advanced Race Guide, p.146]

Whenever an opponent rolls to confirm a critical hit against a student of stone, treat the student of stone's AC as +4 higher than normal. This ability replaces evasion.

Spell-Like Ability (Ex)

[Paizo Inc. - Bestiary 2 p.145]

Magic Stone 1/day.

Stone in the Blood

[Paizo Inc. - Advanced Race Guide, p.145]

Oreads with this racial trait mimic the healing abilities of the mephits, gaining fast healing 2 for 1 round anytime they are subject to acid damage (the acid damage does not need to overcome the oread's resistances or immunities to activate this ability). The oread can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This racial trait replaces earth affinity.

Feats

Martial Weapon Proficiency (Chakram)

[Paizo Inc. - Core Rulebook, p.130]

You understand how to use your chosen martial weapon in combat.

You make attack rolls with the selected weapon normally (without the non-proficient penalty)

mproved 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.

Deflect Arrows (Granted)

[Paizo Inc. - Core Rulebook, p.121]

You can know arrows and other projectiles off course, preventing them from hitting

You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Stunning Fist (Granted)

[Paizo Inc. - Core Rulebook, p.135]

You know just where to strike to temporarily stun a foe. 2/day (DC 14)

You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 14), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Throw Anything (Granted)

[Dreamscarred Press Core Rulebook, p.135]

You are used to throwing things you have on hand.

You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Proficiencies

Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Flurry of Blows, Grapple, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shortspear, Shuriken, Siangham, Sling, Spear, Spells (Ray), Spells (Touch), Splash Weapon, Sword (Short), Sword (Temple), Unarmed Strike

Innate Racial Spells

Name	School	Time	Duration	Range	Source
Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310

TW, S, DF] TARGET: Up to three pebbles touched; EFFECT: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. [SR:Yes (harmless, object); DC:10, Will negates (harmless, object)]

* =Domain/Speciality Spell

Innate

□Magic Stone (DC:10)

Undar

Ondai
Oread
RACE
65
AGE
Male
GENDER
Darkvision (60 ft.)
VISION
Lawful Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 0"
HEIGHT
225 lbs.
WEIGHT
obsidian
EYE COLOUR
light grey
SKIN COLOUR
obsidian beard, bald
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
i
SPOKEN STYLE / CATCH PHRASE
DECIDENCE
RESIDENCE
LOCATION
The Darklands
REGION
Irori
DEITY
Outsider
Race Type
Race Sub Type
Description:
D'

Biography: