

Undar

Character Name

Monk (Drunken Master, Student of Stone)

2

CLASS

2 (1)

Character Level (CR)

4103 / 5000

EXP/NEXT LEVEL

65

AGE

Male

GENDER

obsidian

EYES

obsidian beard, bald

HAIR

Points

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

16

+3

DEX

Dexterity

14

+2

CON

Constitution

14

+2

INT

Intelligence

12

+1

WIS

Wisdom

16

+3

CHA

Charisma

8

-1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

Conditional Save Modifiers:

Whenever you imbibe any alcoholic beverage, you gain a +2 trait bonus on saves against mind-affecting effects for 1 hour.

MELEE

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+1

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+1

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

CMB

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+1

+

STAT

+3

+

SIZE

+0

+

MISC

+

EPIC

+

TEMP

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

CMB

+4

+4

+4

+4

+4

+4

CMD

19

19

19

19

19

19

*Double Spear

HAND

TYPE

SIZE

CRITICAL

REACH

Both

P

M

20/x3

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+4

1d8/1d8+4

Range: 20 ft.

To Hit: +3

Damage: 1d8/1d8+3

30 ft.

40 ft.

60 ft.

80 ft.

100 ft.

TH

+1

+1

-1

-3

-5

Dam

1d8/1d8+3

1d8/1d8+3

1d8/1d8+3

1d8/1d8+3

1d8/1d8+3

Special Properties: (Spear), Extra damage when set against a charging character (pg. 144)

Stunning Fist

Uses per day

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

Noah

Player Name

Oread / Outsider

RACE

Medium / 5 ft. x 5 ft.

SIZE / FACE

5' 0" / 225 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.)

VISION

HP

hit points

17

AC

armor class

16

:

14

:

15

=

10

+

0

+

0

+

2

+

0

+

1

+

0

+

0

+

0

+

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

+2

=

+2

+

+0

+

MISS CHANCE

0

+

0

+

0

+

0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

Encumbrance

Light

TOTAL SKILLPOINTS: 10

SKILLS

MAX RANKS: 2/2

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

6

=

2

+

1

+

3

✓ Acrobatics (Jump)

DEX

2

=

2

+

1

+

-1

✓ Appraise

INT

1

=

1

✓ Bluff

CHA

-1

=

-1

✓ Climb

STR

7

=

3

+

1

+

3

✓ Craft (Stonemasonry)

INT

5

=

1

+

1

+

3

✓ Craft (Untrained)

INT

1

=

1

✓ Diplomacy

CHA

-1

=

-1

✓ Disguise

CHA

-1

=

-1

✓ Escape Artist

DEX

2

=

2

✓ Fly

DEX

2

=

2

✓ Heal

WIS

3

=

3

✓ Intimidate

CHA

4

=

-1

+

2

+

3

Knowledge (History)

INT

5

=

1

+

1

+

3

Knowledge (Religion)

INT

5

=

1

+

1

+

3

✓ Perception

WIS

7

=

3

+

1

+

3

✓ Perform (Untrained)

CHA

-1

=

-1

✓ Ride

DEX

2

=

2

✓ Sense Motive

WIS

3

=

3

✓ Stealth

DEX

6

=

2

+

1

+

3

✓ Survival

WIS

3

=

3

=

+

+

=

+

+

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

Character: Undar

Player: Noah

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing). Created using PCGen v6.05.00 on May 25, 2015 at 5:08:58 PM

Level:2 (CR:1)Page 1

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	Equipped	1	2 / 2	
1 lbs., 1 War Draught (Hobgoblin)				
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 immune to poison.				
Waterskin	Carried	1	0 / 1	
Oldlaw Whiskey (Bottle)	Carried	5	1 (5) / 20 (100)	
TOTAL WEIGHT CARRIED/VALUE		18 lbs.	130.2gp	

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 Player's Guide, p.110]
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.329]
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 (Cayden 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.57]
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]
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<div> <div>Magic Stone 1/day.</div> </div>	[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).	
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.	
Deflect Arrows (Granted)	[Paizo Inc. - Core Rulebook, p.121]
You can know arrows and other projectiles off course, preventing them from hitting you.	
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
<input type="checkbox"/> Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR.p.310

[V, 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

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
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
The Darklands
REGION
Irori
DEITY
Outsider
Race Type
Race Sub Type

Description:
Biography: