

Character Name
Monk (Drunken Master, Student of Stone)
1
CLASS

Player Name
Oread / Outsider
RACE

Deity

Medium / 5 ft. x 5 ft.

SIZE / FACE

Region

5' 0" / 225 lbs.

HEIGHT / WEIGHT

Alignment

Darkvision (60 ft.)

VISION

65	Male
AGE	GENDER

obsidian	bald
EYES	HAIR

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Points

<b>HP</b> hit points						11								SUBDUAL DAMAGE								DAMAGE REDUCTION				SPEED Walk 20 ft.										
<b>AC</b> armor class						16	:	14	:	15	=	10	+	0	+	0	+	2	+	0	+	1	+	0	+	0	+	0	+	0	+	0	+	3		
						TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane		MISC
<b>INITIATIVE</b> modifier						+2	=	+2	+	+0																										
						TOTAL		DEX MODIFIER		MISC MODIFIER		MISS CHANCE		Arcane Spell Failure PENALTY		ARMOR CHECK RESIST																				

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

TOTAL SKILLPOINTS: 5		SKILLS		MAX RANKS: 1/1			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Acrobatics	DEX	2	=	2		
✓	Acrobatics (Jump)	DEX	-2	=	2	+ -4	
✓	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	3	=	-1 + 1 + 3		
	Knowledge (History)	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	2	=	2		
✓	Survival	WIS	3	=	3		
				=	+	+	
				=	+	+	

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

Chakram (Melee)				Hand	Type	Size	Critical	Reach
				Carried	PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+3				1d8+3				
	30 ft.	60 ft.	90 ft.	120 ft.		150 ft.		
TH	+2	+0	-2	-4		-6		
Dam	1d8+3	1d8+3	1d8+3	1d8+3		1d8+3		

Chakram				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	M	20/x2	5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.			150 ft.	
TH	+2	+0	-2	-4			-6	
Dam	1d8+3	1d8+3	1d8+3	1d8+3			1d8+3	

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.

Uses per day ☐

You know just where to strike to temporarily stun a foe. 1/day (DC 13)

Acid (Flask)				HAND	TYPE	SIZE	CRITICAL	REACH
	10 ft.	20 ft.	30 ft.	Carried	A	M	20/x2	5 ft.
TH	+3	+1	-1		-3			-5
Dam	1d6	1d6	1d6		1d6			1d6
Special Properties: Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.								

EQUIPMENT				
ITEM		LOCATION	QTY	WT / COST
Doublespear		Equipped	1	8 / 10
Monk's Outfit		Equipped	1	2 / 5
Reversible Cloak (Common)		Equipped	1	1 / 0.2
Hip Flask		Equipped	2	0.5 (1) / 1 (2)
Chakram (Melee)		Carried	1	1 / 25
Chakram		Carried	4	1 (4) / 1 (4)
Waterskin		Carried	1	0 / 1
8 lbs., 1 Grog (Gallon)				
Grog (Gallon)		Waterskin	1	8 / 0.1
Acid (Flask)		Carried	1	1 / 10
Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.				
TOTAL WEIGHT CARRIED/VALUE			26 lbs.	57.3gp

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 = 15.2 gp]	

MAGIC	
Languages	
Common, Dwarven, Terran	

Other Companions	
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Archetypes	
<b>Drunken Master</b>	[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.	
<b>Student of Stone</b>	[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	
<b>Accelerated Drinker</b>	[Paizo Inc. - Cheliax, Empire of Devils, p.18]
You know how to drink a potion efficiently, such as by not using your hands, tossing it in the air and catching it in your mouth, or opening it with your teeth. You may drink a potion as a move action instead of a standard as long as you start your turn with the potion in your hand.	
<b>Fortified Drinker (Cayden Cailean)</b>	[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	
<b>Flurry of Blows (Ex)</b>	[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.	
<b>Stunning Fist (Ex)</b>	[Paizo Inc. - Core Rulebook, p.59]
You gain Stunning Fist as a bonus feat.	

Special Qualities	
<b>AC Bonus (Ex)</b>	[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.	
<b>Darkvision (Ex)</b>	[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.	
<b>Granite Skin (Ex)</b>	[Paizo Inc. - Advanced Race Guide, p.144]
Gain a +1 racial bonus to natural armor.	
<b>Spell-Like Ability (Ex)</b>	[Paizo Inc. - Bestiary 2, p.145]
Magic Stone 1/day.	
<b>Stone in the Blood</b>	[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	
<b>Martial Weapon Proficiency (Chakram)</b>	[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).	
<b>Improved Unarmed Strike</b>	[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.	
<b>Stunning Fist (Granted)</b>	[Paizo Inc. - Core Rulebook, p.135]
You know just where to strike to temporarily stun a foe. 1/day (DC 13)	
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 13), 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.	
<b>Throw Anything (Granted)</b>	[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

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PERSONALITY TRAITS

INTERESTS

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SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

The Darklands

REGION

Irori

DEITY

Outsider

Race Type

Race Sub Type

Description:  
Biography: