

Tamur Vyâtana

Character Name: **Monk (Monk of the Empty Hand) 1** | Player Name: **Abadar** | Deity: **None** | Region: **Lawful Neutral**
 CLASS: **Monk (Monk of the Empty Hand) 1** | RACE: **Human / Humanoid** | SIZE / FACE: **Medium / 5 ft. x 5 ft.** | HEIGHT / WEIGHT: **6' 1" / 195 lbs.** | ALIGNMENT: **Normal**
 1 (1/2) | 0 / 1300 | AGE: **20** | GENDER: **Male** | EYES: | HAIR: | Points:

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	9		-1		
DEX Dexterity	10		+0		
CON Constitution	10		+0		
INT Intelligence	10		+0		
WIS Wisdom	12		+1		
CHA Charisma	11		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+2	+2	+0	+0	+0	+0	
REFLEX (dexterity)	+2	+2	+0	+0	+0	+0	
WILL (wisdom)	+3	+2	+1	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	-1	+0	-1	+0	+0	0	
RANGED attack bonus	+0	+0	+0	+0	+0	0	
CMB attack bonus	-1	+0	-1	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	-1	-1	-1	-1	-1	-1
CMD	10	10	10	10	10	10

Flurry of Blows		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Carried	B	M	20/x2	5 ft.
-2/-2		DAMAGE 1d6-1				

*: 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. 1/day (DC 11)

HP	AC	INITIATIVE	ENCUMBRANCE	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED																																
8	11	+0	Light				Walk 35 ft.																																
<table border="0" style="width: 100%;"> <tr> <td>TOTAL</td> <td>FLAT</td> <td>TOUCH</td> <td>BASE</td> <td>ARMOR BONUS</td> <td>SHIELD BONUS</td> <td>STAT</td> <td>SIZE</td> <td>NATURAL ARMOR</td> <td>DEFLECTION</td> <td>DODGE</td> <td>Morale</td> <td>Insight</td> <td>Sacred</td> <td>Profane</td> <td>MISC</td> </tr> <tr> <td>11</td> <td>11</td> <td>11</td> <td>10</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>1</td> </tr> </table>								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC	11	11	11	10	0	0	0	0	0	0	0	0	0	0	0	1
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC																								
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<table border="0" style="width: 100%;"> <tr> <td>TOTAL</td> <td>DEX MODIFIER</td> <td>MISC MODIFIER</td> <td>MISS CHANCE</td> <td>Arcane Spell Failure</td> <td>ARMOR CHECK PENALTY</td> <td>SPELL RESIST</td> <td></td> </tr> <tr> <td>+0</td> <td>+0</td> <td>+0</td> <td>0</td> <td>0</td> <td>+0</td> <td>0</td> <td></td> </tr> </table>								TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST		+0	+0	+0	0	0	+0	0																	
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS		MISC MODIFIER
				BASE	ADJUSTED	
✓ Acrobatics	DEX	0	=	0		
✓ Appraise	INT	0	=	0		
✓ Bluff	CHA	5	=	0 + 1 + 4		
✓ Climb	STR	-1	=	-1		
✓ Craft (Untrained)	INT	0	=	0		
✓ Diplomacy	CHA	0	=	0		
✓ Disguise	CHA	0	=	0		
✓ Escape Artist	DEX	0	=	0		
✓ Fly	DEX	0	=	0		
✓ Heal	WIS	1	=	1		
✓ Intimidate	CHA	0	=	0		
✓ Perception	WIS	5	=	1 + 1 + 3		
Perform (Oratory)	CHA	4	=	0 + 1 + 3		
✓ Perform (Untrained)	CHA	0	=	0		
✓ Ride	DEX	0	=	0		
✓ Sense Motive	WIS	5	=	1 + 1 + 3		
✓ Stealth	DEX	4	=	0 + 1 + 3		
✓ Survival	WIS	1	=	1		
✓ Swim	STR	-1	=	-1		
			=	+	+	
			=	+	+	

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Flurry of Blows	Carried	1	0 / 0
TOTAL WEIGHT CARRIED/VALUE		0 lbs.	0gp

WEIGHT ALLOWANCE			
Light	30	Medium	60
Lift over head	90	Lift off ground	180
		Heavy	90
		Push / Drag	450

MONEY	
Total=	0 gp [Unspent Funds = 35 gp]

MAGIC

Languages	
	Common

Other Companions

Archetypes

Monk of the Empty Hand	[Paizo Inc. - Advanced Player's Guide, p.111]
<p>The monk of the empty hand eschews normal weapons in favor of whatever is lying around-rocks, chair legs, flagons of ale, even a simple quill pen all become deadly weapons in the hands of such a monk. A monk of the empty hand draws on his own ki to infuse his improvised weapons with power, and can transform a broken bottle into a magical weapon.</p>	

Traits

Dirty Fighter	[Paizo Inc. - Advanced Player's Guide, p.328]
<p>You wouldn't have lived to make it out of childhood without the aid of a sibling, friend, or companion on whom you could always count to distract your enemies long enough to do a little bit more damage than normal. When you hit a foe you are flanking, you deal an additional 1 point of damage (this damage is added to your base damage, and is multiplied on a critical hit). This additional damage is a trait bonus.</p>	

Fast-Talker	[Paizo Inc. - Advanced Player's Guide, p.330]
<p>You had a knack at getting yourself into trouble as a child, and as a result developed a silver tongue at an early age. You gain a +1 trait bonus on Bluff checks, and Bluff is always a class skill for you.</p>	

Special Attacks

Flurry of Blows (Ex)	[Paizo Inc. - Core Rulebook, p.57]
<p>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 special 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.</p>	
Stunning Fist (Ex)	[Paizo Inc. - Core Rulebook, p.59]
<p>You gain Stunning Fist as a bonus feat.</p>	

Special Qualities

AC Bonus (Ex)	[Paizo Inc. - Core Rulebook, p.57]
<p>When unarmored and unencumbered, you add +1 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.</p>	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
<p>Humans select one extra feat at 1st level.</p>	
Bonus Feat	[Paizo Inc. - Advanced Player's Guide, p.111]
<p>A monk of the empty hand adds the following feats to his list of bonus feats at 6th level: Improved Dirty Trick*, Improved Steal*, and Improvised Weapon Mastery.</p>	
Bonus Ki	[Paizo Inc. - Advanced Player's Guide]
<p>Add +1/4 to the monk's ki pool.</p>	
Flurry of Blows (Ex)	[Paizo Inc. - Advanced Player's Guide, p.111]
<p>Starting at 1st level, a monk of the empty hand can make a flurry of blows using any combination of unarmed strikes or attacks with an improvised weapon. He may not make a flurry of blows with any other weapons, including special monk weapons. A</p>	

monk of the empty hand's flurry of blows otherwise functions as normal for a monk of his level.

Skilled	[Paizo Inc. - Core Rulebook, p.27]
<p>Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.</p>	
Weapon and Armor Proficiency	[Paizo Inc. - Advanced Player's Guide, p.111]
<p>Monks of the empty hand are proficient with the shuriken only. A monk of the empty hand treats normal weapons as improvised weapons with the following equivalencies (substituting all of their statistics for the listed weapon): a light weapon functions as a light hammer, a one-handed weapon functions as a club, and a two-handed weapon functions as a quarterstaff. This replaces the normal monk weapon proficiencies.</p>	

Feats

Fleet	[Paizo Inc. - Core Rulebook, p.124]
<p>You are faster than most.</p> <p>While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.</p>	
Throw Anything	[Paizo Inc. - Core Rulebook, p.135]
<p>You are used to throwing things you have on hand.</p> <p>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.</p>	
Improved Unarmed Strike	[Paizo Inc. - Core Rulebook, p.128]
<p>You are skilled while fighting unarmed.</p> <p>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.</p>	
Catch Off-Guard (Granted)	[Paizo Inc. - Core Rulebook, p.119]
<p>Foes are surprised by your skilled use of unorthodox and improvised weapons.</p> <p>You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.</p>	
Stunning Fist (Granted)	[Paizo Inc. - Core Rulebook, p.135]
<p>You know just where to strike to temporarily stun a foe. 1/day (DC 11)</p> <p>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 11), 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.</p>	

Proficiencies

Flurry of Blows, Grapple, Shuriken, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike

Tamur Vyâtana

Human

RACE

20

AGE

Male

GENDER

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 1"

HEIGHT

195 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Abadar

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: