

Raamash Medev

monk (maneuver master) 1
CHARACTER LEVEL (favored class = Monk)

Lawful Neutral
ALIGNMENT

human (Vudrani)

Medium
SIZE

Male
GENDER

21
AGE

5' 11"
HEIGHT

162 lb.
WEIGHT

Irori
DEITY

Bronze
SKIN

Brown
HAIR

Violet
EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	18	+4		
DEX Dexterity	14	+2		
CON Constitution	14	+2		
INT Intelligence	10	+0		
WIS Wisdom	14	+2		
CHA Charisma	10	+0		

HP	TOTAL	DR
HIT POINTS	11	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS
+2 = 2 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

AC 14 = 10 + [] + [] + 2 + []	TOUCH 14
TOTAL	
+ [] + [] + [] + []	FLAT-FOOTED 12
NATURAL ARMOR	DEFLECT MODIFIER
	MISC MODIFIER
	DODGE BONUS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	4	2	2			
REFLEX (DEXTERITY)	4	2	2			
WILL (WISDOM)	4	2	2			

BASE ATTACK BONUS	+0	SPELL RESISTANCE	
CMB 5 = 0 + 4 + 0	TOTAL	BASE ATTACK	STRENGTH MODIFIER
CMD 18 = 0 + 4 + 2 + 10	TOTAL	BASE ATTACK	DEXTERITY MODIFIER
			SIZE MODIFIER

WEAPON			
	ATTACK BONUS	CRITICAL	
Brass knuckles	+4	x2	
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d3+4

WEAPON			
	ATTACK BONUS	CRITICAL	
Hanbo	+4	x2	
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d6+4

WEAPON			
	ATTACK BONUS	CRITICAL	
Unarmed strike	+4	x2	
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d6+4



SPEED LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
	BASE SPEED	WITH ARMOR	
FT.	FT.	FT.	FT.
FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	7	=DEX	2 + 1 + 3 +	
Appraise	0	=INT	0 + 0 +	
Bluff	0	=CHA	0 + 0 +	
✓ Climb	8	=STR	4 + 1 + 3 +	
Diplomacy	0	=CHA	0 + 0 +	
Disguise	0	=CHA	0 + 0 +	
✓ Escape Artist	2	=DEX	2 + 0 +	
Fly	2	=DEX	2 + 0 +	
Heal	2	=WIS	2 + 0 +	
✓ Intimidate	0	=CHA	0 + 0 +	
✓ Knowledge (religion)	5	=INT	0 + 1 + 3 +	
✓ Perception	6	=WIS	2 + 1 + 3 +	
✓ Ride	2	=DEX	2 + 0 +	
✓ Sense Motive	2	=WIS	2 + 0 +	
✓ Stealth	2	=DEX	2 + 0 +	
Survival	2	=WIS	2 + 0 +	
✓ Swim	8	=STR	4 + 1 + 3 +	

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES

Common • Vudrani



COMBAT MANEUVERS

Maneuver	CMB	CMD
Awesome Blow	+5	18
Bull Rush	+5	18
Dirty Trick	+5	18
Disarm	+5	18
Drag	+5	18
Feint	+5	18
Grapple	+5	18
Overrun	+5	18
Pull	+5	18
Push	+5	18
Reposition	+5	18
Steal	+5	18
Sunder	+5	18
Trip	+7	20

MONEY

Platinum 0
 Gold 4
 Silver 11
 Copper 6
 Valuables 0

ENCUMBRANCE

Current 31.92 lbs
 Light 100 lbs
 Medium 200 lbs
 Heavy 300 lbs

EXPERIENCE

Current 0
 Next Level 2000

TRACKED RESOURCES

Resource	Max.	Used
Chocolate (per bar)	2	
Stunning Fist (1/day, DC 12)	1	
Trail rations	5	

GEAR

Backpack	Weight	Cost
Qty Item		
empty		

Belt pouch	Weight	Cost
Qty Item		
empty		

Gear In No Container	Weight	Cost
Qty Item		
1 Backpack	2 lbs	2 gp
1 Barbed vest	4 lbs	10 gp
1 Belt pouch	0.5 lbs	1 gp
1 Blanket	1 lb	5 sp
1 Brass knuckles	1 lb	1 gp
1 Caltrops	2 lbs	1 gp
2 Chocolate (per bar)	0.5 lbs	10 gp
1 Earplugs		3 cp
1 Flint and steel		1 gp
1 Hanbo	2 lbs	1 gp
1 Marbles	2 lbs	1 sp
1 Scavenger beetle colony	1 lb	3 gp
1 Signal whistle		8 sp
1 Silk rope	5 lbs	10 gp
1 Soap	0.5 lbs	1 cp
5 Trail rations	1 lb	2 gp, 5 sp
1 Twine (50')	0.5 lbs	1 cp
1 Waterskin	4 lbs	1 gp

TRAIT SUMMARY

Bullied
 Open Palm of Irori (Vudrani)

SPECIAL ABILITY/FEATURE SUMMARY

Barbed vest
 Earplugs
 Flurry of Maneuvers (1 maneuver, -2) (Ex)
 Stunning Fist (Ex)
 Unarmed Strike (1d6)

FEATS SUMMARY

Combat Reflexes (3 AoO/round)
 Improved Trip
 Improved Unarmed Strike
 Monk Weapon Proficiencies
 Stunning Fist (1/day, DC 12)
 Vicious Stomp

BACKGROUND DETAILS

Rammash became associated with the Deverin Family when they needed a guide after their visit to Vudra to setup trade routes. When the family returned to Sandpoint, Rammash asked if he could come back. They agreed and welcomed him. Since he has been in Sandpoint he has worked labor helping the Mercantile League with large shipments. Rammash is happy to be far away from home, in a strange land. Made even better with this year's Swallowtail Festival in town. Rammash has gotten the day off to be able to enjoy the festivities. Although his Common is broken with a heavy Accent, he can still get around with his words.

TRAITS

Bullied (Combat)

You were bullied often as a child, and you are now constantly ready to defend yourself with your fists when an enemy comes near. You gain a +1 trait bonus on attacks of opportunity attack rolls made with unarmed strikes. Note that this trait does not grant the ability to make attacks of opportunity with your unarmed strikes—you'll need to take a level of monk, the Improved Unarmed Strike feat, or some other similar power to gain the use of this character trait. However, that doesn't prevent you from selecting this trait. You'll simply not be able to make use of it until a later point if you do.

Open Palm of Irori (Vudrani) (Racial)

Your practice of the tenets of Vudrani martial arts has granted you a perfect balance between body and spirit. You gain a +1 trait bonus on Acrobatics and Knowledge (religion) checks. If you have a ki pool, once per day as a swift action, you may channel your ki during an unarmed strike, gaining a +2 trait bonus on one damage roll. This additional damage is precision damage.

SPECIAL ABILITIES/FEATURES

Barbed vest

Thin leather flaps keep the hundreds of tiny, fishhook-like needles dotting the surface of this black vest from harming you while you wear it. However, any creature that injures you with a natural or unarmed attack must make a DC 15 Reflex save or take 1 point of damage. If a creature swallows you it takes 1 point of damage each round until it either spits you up, you escape, or you die (at which point the vest has sustained enough damage to no longer serve as a threat). The vest can only be worn over light armor or no armor.

Earplugs

Made of waxed cotton or cork, earplugs give you a +2 circumstance bonus on saves against effects that require hearing but also cause a -5 penalty on hearing-based Perception checks.

Flurry of Maneuvers (1 maneuver, -2) (Ex)

At 1st level, as part of a full-attack action, a maneuver master can make one additional combat maneuver, regardless of whether the maneuver normally replaces a melee attack or requires a standard action. The maneuver master uses his monk level in place of his base attack bonus to determine his CMB for the bonus maneuvers, though all combat maneuver checks suffer a -2 penalty when using a flurry. At 8th level, a maneuver master may attempt a second additional combat maneuver, with an additional -3 penalty on combat maneuver checks. At 15th level, a maneuver master may attempt a third additional combat maneuver, with an additional -7 penalty on combat maneuver checks. A maneuver master loses this ability when wearing armor, using a shield, or carrying a medium or heavy load. This ability replaces flurry of blows.

Stunning Fist (Ex)

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, the monk can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

Unarmed Strike (1d6)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

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.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1-2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.

FEATS

Combat Reflexes (3 AoO/round) (Combat)

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Improved Trip (Combat)

You are skilled at sending your opponents to the ground.

Prerequisite: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Normal: You provoke an attack of opportunity when performing a trip combat maneuver.

Improved Unarmed Strike (Combat)

You are skilled at fighting while unarmed.

Benefit: 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.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Monk Weapon Proficiencies

Benefit: You are proficient with the Club, Crossbow (Light and Heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Sickle, Siangham and Sling.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Stunning Fist (1/day, DC 12) (Combat)

You know just where to strike to temporarily stun a foe.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: 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 10 + 1/2 your character level + your Wis modifier), 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.

Special: A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Vicious Stomp (Combat)

You take advantage of the moment to brutally kick an enemy when he is down.

Prerequisites: Combat Reflexes, Improved Unarmed Strike.

Benefit: Whenever an opponent falls prone adjacent to you, that opponent provokes an attack of opportunity from you. This attack must be an unarmed strike.

MAGIC ITEMS

No magic items.