

Wisp

Character Name
Monk (Windstep Master) 8
 CLASS
8 (7) **64466 / 75000**
 Character Level (CR) EXP/NEXT LEVEL

jfred

Player Name
Human / Humanoid
 RACE
50 **Male**
 AGE GENDER

Deity
Medium / 5 ft.
 SIZE / FACE
Blue
 EYES

None
Region
6' 4" / 210 lbs.
 HEIGHT / WEIGHT
White
 HAIR
Lawful Good
 Alignment
Normal
 VISION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	19	+4	21	+5		
DEX Dexterity	13	+1	13	+1		
CON Constitution	13	+1	13	+1		
INT Intelligence	13	+1	13	+1		
WIS Wisdom	16	+3	16	+3		
CHA Charisma	13	+1	13	+1		

HP hit points: **55** WOUNDS/CURRENT HP

AC armor class: **19** **17** **18** = **10** + **1** + **0** + **1** + **0** + **0** + **0** + **1** + **1** + **0** + **0** + **0** + **0** + **5**

INITIATIVE modifier: **+1** = **+1** + **+0**

Encumbrance **Light**

MISS CHANCE: **0** Arcane Spell Failure: **0** ARMOR CHECK PENALTY: **0** SPELL RESIST: **0** ACID RESIST: **0** COLD RESIST: **0** ELECT. RESIST: **0** FIRE RESIST: **0**

SPEED: **Walk 50 ft.**

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+8	+6	+1	+1	+0	+0	
REFLEX (dexterity)	+8	+6	+1	+1	+0	+0	
WILL (wisdom)	+10	+6	+3	+1	+0	+0	

Conditional Save Modifiers:
 +2 vs. enchantment spells and effects

Conditional Combat Modifiers:
 DR 1/- against creatures and attacks with the air type.
 +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+11/+6	+6/+1	+5	+0	+0	0	
RANGED attack bonus	+7/+2	+6/+1	+1	+0	+0	0	
CMB attack bonus	+13/+8	+6/+1	+5	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+13/+8	+13/+8	+13/+8	+13/+8	+17	+15

	DIRTY TRICK	DRAG	REPOSITION	STEAL
CMB	+13	+13	+13	+13

	CMD	CMD	CMD	CMD
	29	29	29	29
	29	29	29	29

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+6	1d10+5	20/x2	5 ft.

Special Properties:
Flurry of Blows TOTAL ATTACK BONUS: +11/ +11 /+6 /+6

*Unarmed Strike	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	5 ft.

TOTAL ATTACK BONUS	DAMAGE
+11/+6	1d10+5

*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Ring of Protection +1		+1		+0	0
*Bracers of Armor +1		+1		+0	0

Ki Pool
 Uses per day:

TOTAL SKILLPOINTS: 48 (UNUSED: 6) MAX RANKS: 8/8

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
✓ Acrobatics	DEX	11	= 1 + 7 + 3		
✓ Acrobatics (When Jumping)	DEX	27	= 1 + 7 + 19		
✓ Appraise	INT	1	= 1		
✓ Bluff	CHA	1	= 1		
✓ Climb	STR	9	= 5 + 1 + 3		
✓ Craft (Clothing)	INT	6	= 1 + 2 + 3		
✓ Craft (Untrained)	INT	1	= 1		
✓ Diplomacy	CHA	4	= 1 + 3		
✓ Disguise	CHA	1	= 1		
✓ Escape Artist	DEX	5	= 1 + 1 + 3		
✓ Fly	DEX	1	= 1		
✓ Heal	WIS	3	= 3		
✓ Intimidate	CHA	5	= 1 + 1 + 3		
Knowledge (Arcana)	INT	2	= 1 + 1		
Knowledge (Dungeoneering)	INT	2	= 1 + 1		
Knowledge (Geography)	INT	2	= 1 + 1		
Knowledge (History)	INT	5	= 1 + 1 + 3		
Knowledge (Local)	INT	2	= 1 + 1		
Knowledge (Nature)	INT	2	= 1 + 1		
Knowledge (Planes)	INT	2	= 1 + 1		
Knowledge (Religion)	INT	5	= 1 + 1 + 3		
Linguistics (Goblin, Read Lips)	INT	3	= 1 + 2		
✓ Perception	WIS	13	= 3 + 7 + 3		
✓ Perform (Untrained)	CHA	1	= 1		
✓ Ride	DEX	5	= 1 + 1 + 3		
✓ Sense Motive	WIS	7	= 3 + 1 + 3		
Spellcraft	INT	2	= 1 + 1		
✓ Stealth	DEX	8	= 1 + 4 + 3		
✓ Survival	WIS	3	= 3		
✓ Swim	STR	11	= 5 + 3 + 3		
			= + +		
			= + +		

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Minor Crown of Blasting	Equipped	1	1 / 6,480
On command, Searing Light (3d8 damage) 1/day, Aura: moderate evocation, Caster Level: 6th, Construction Cost: 3,240 gp, Construction Requirements: Craft Wondrous Item, searing light, Slot: head			
Ring of Protection +1	Equipped	1	0 / 2,000
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 1,000 gp, Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring, Slot: ring			
Bracers of Armor +1	Equipped	1	1 / 1,000
Aura: moderate conjuration, Caster Level: 7th, Construction Cost: 500 gp, Construction Requirements: Craft Wondrous Item, mage armor, creator's caster level must be at least two times that of the bonus placed in the bracers, plus any requirements of the armor special abilities, Plural: No, Slot: wrists			
Unarmed Strike	Equipped	1	0 / 0
Cold-Weather Outfit	Equipped	1	7 / 8
+5 circumstance bonus on Fortitude saves vs. cold weather			
Cloak of Resistance +1	Equipped	1	1 / 1,000
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 500 gp, Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus, Slot: shoulders			
Belt of Thunderous Charging	Equipped	1	1 / 10,000
When the wearer makes a charge attack, her melee weapons and natural weapons deal damage as if they were one size category larger than they actually are.			
Monk's Kit	Equipped	1	22 / 8
This kit includes a backpack, a belt pouch, a blanket, rope, soap, torches (10), trail rations (5 days), and a waterskin.			
Furs	Carried	1	5 / 12
TOTAL WEIGHT CARRIED/VALUE		38 lbs.	20,508gp

WEIGHT ALLOWANCE			
Light	153	Medium	306
Heavy	460	Push / Drag	2300
Light over head	460	Lift off ground	920

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Auran, Common, Goblin, Read Lips	

Other Companions	

Archetypes	
Windstep Master	[Paizo Inc. - Pathfinder Player Companion: Elemental Master's Handbook, p.17]

Most monks are agile and fleet of foot, but few can rival a windstep master's lightness of step. Windstep masters train in mountaintop monasteries and other holy houses dedicated to the wind, such as the Monastery of Unfolding Wind in Niswan.

Traits	
Air-Touched	[Paizo Publishing - Ultimate Campaign, p.56]
You share an affinity with elemental air. You gain DR 1/- against creatures and attacks with the air type.	

Special Attacks	
Flurry of Blows (Ex)	[CR]

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 two additional attacks using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting and Improved Two-Weapon Fighting feats. 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.

Ki Pool (Su)	
	[CR]

You have a pool of 7 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 7 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki Strike allows your unarmed attacks to be treated as magic, cold iron and silver weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.

Special Qualities	
AC Bonus (Ex)	[CR]

When unarmored and unencumbered, you add +5 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.

Bonus Feat	
	[CR]

Humans select one extra feat at 1st level.

Evasion (Ex)	
	[CR]

You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fast Movement (Ex)	
	[CR]

You gain a +20 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.

High Jump (Ex)	
	[CR]

You can add +8 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Hurricane Punch (Ex)	
	[EMH]

A windstep master gains Hurricane Punch as a bonus feat, even if he does not meet the prerequisites. While using this feat, he doesn't provoke an attack of opportunity, even if he doesn't have the Improved Bull Rush feat. While using the Hurricane Punch feat, the windstep master can bull rush a target up to two size categories larger. When the windstep master uses the Hurricane Punch feat to successfully bull rush a creature, he can push the creature back an additional 5 feet.

Immunity to Disease (Ex)	
	[B1]

You are never subject to disease effects.

Maneuver Training (Ex)	
	[CR]

A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Purity of Body (Ex)	
	[CR]

You are immune to all diseases, including supernatural and magical diseases.

Skilled	
	[CR]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Still Mind (Ex)	
	[CR]

You gain a +2 bonus on saving throws against enchantment spells and effects.

Swift Ki (Ex)	
	[EMH]

The windstep master can spend 1 point from his ki pool as a swift action to sustain his wind step for 1 minute. During this time, the windstep master can remain airborne even if he doesn't reach a solid surface. He can also spend 1 point from his ki pool as a swift action to increase his wind step distance by 20 feet for 1 round. The windstep master does not gain the ability to spend ki to increase his base speed by 20 feet for 1 round. This ability alters ki pool.

Unarmed Strike	
	[CR]

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. 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. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

Wholeness of Body (Su)	
	[CR]

You can heal your own wounds as a standard action. You can heal 8 hit points of damage by using 2 points from your ki pool.

Wind Step (Ex)	
	[EMH]

The windstep master's steps become supernaturally light. As a move action, he can use air walk (as per the spell) up to a distance equal to his fast movement bonus. He must reach a solid, level surface able to support his weight by the end of his turn or he falls.

Feats	
Combat Reflexes	[CR]

You can make additional attacks of opportunity.

You may make 1 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Bull Rush	
	[CR]

You are skilled at pushing your foes around.

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

Mobility	
	[CR]

You can easily move through a dangerous melee.

You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Power Attack	[CR]
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.	
You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
Toughness	[CR]
You have enhanced physical stamina.	
You gain +8 hit points.	
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)	[CR]
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.	
Dodge (Granted)	[CR]
Your training and reflexes allow you to react swiftly to avoid an opponent's attack.	
You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.	
Hurricane Punch (Granted)	[EMH]
Your fast strikes hit with the force of a hurricane, pushing your foes away.	
When you hit the same creature with unarmed strikes at least twice in the same round, you can attempt a bull rush combat maneuver against that creature as a swift action. You can also move with the target even if you have no movement remaining, but the distance you move can't exceed half your speed.	
Scorpion Style (Granted)	[CR]
You can perform an unarmed strike that greatly hampers your target's movement.	
To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 17).	

Proficiencies

Bo Staff, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cestus, Club, Heavy Crossbow, Light Crossbow, Dagger, Dan Bong, Double Chicken Saber, Emei Piercer, Fighting Fan, Flurry of Blows, Grapple, Handaxe, Javelin, Jutte, Kama, Double-Chained Kama, Kusarigama, Kyoketsu Shoge, Lungchuan Tamo, Monk's Spade, Nine-Section Whip, Nunchaku, Quarterstaff, Rope Dart, Sai, Sansetsukon, Shang Gou, Shortspear, Shuriken, Siangham, Sling, Spear, Ray Spells, Touch Spells, Splash Weapon, Seven-Branched Sword, Short Sword, Temple Sword, Tri-Point Double-Edged Sword, Temple Sword, Tiger Fork, Tonfa, Unarmed Strike, Urumi, Wushu Dart

Wisp

Human

RACE

50

AGE

Male

GENDER

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

6' 4"

HEIGHT

210 lbs.

WEIGHT

Blue

EYE COLOUR

Pale

SKIN COLOUR

White,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

Abandoned as a child, grew up in a monastery with

Campaign	Adventure	Party	Date	Xp	Gm
				0	Matt
Rifts to minor plane "Kintaro"Heading to dwarven city - Craghammer (capital of Craghammer): 2-3 day tripBackstories: Don (Aaron's companion) made a few enemies, Aaron is covering for him. They're on the run. Started as a debt, but now it's apparently more a bit personal.Commonwealth Consortium - regional crime network (mafia), probably who Aaron owes money toNic's weapon is named AzrielThe Drow call the surface the Overlight (opposite of the Underdark)We get to the city and look for a temple to heal VincentTemple of Bolka - Dwarven goddess of marriageGetting help from Mofemora, head matron at the templeMet with Fuldrick(sp?) at the temple of Torag, who sent out some of the guardsmen to investigate			2019-10-04	0	Matt
Need to find ore and flowers to cure VincentSouthwest - ore (Glittergulch)South - flowers from cryptwarden swamp Hotbed of arcane energiesAaron gambled with Jebediah Morningstar while trying to find info about Belarus TerminaxBelarus: Bald halfling, full beard; Ginra definitely saw him			2019-10-18	0	Matt
We raid Belarus's apartment and kill some book golemsWe find the flesh-warping gauntletsDikos puts on the gauntlets and learns how to use them. Then he gives Carl a third hand.				0	
Marble statue of artist DVNO in city				0	
On our way to the swamp, we hear a grunting sound coming from a farm house. Looking inside, we find a mostly humanoid creature that looks like a combination of different animals.				0	
Mizra found something from the cult of many faces in the tunnels outside of CraghammerHave to make a choice of things to look into/deal with:- Drow- Byrgynwyrth- City of Abracadabra- Fey wildsDruids call the planar tear "Donashua"				0	