

Tjald

NAME

Mnk4

CLASS

4

Character Level

6000

EXPERIENCE

10000

NEXT LEVEL

Tomi

PLAYERNAME

Human

RACE

Medium

SIZE

5' 10"

HEIGHT

180 lbs.

WEIGHT

green

EYES

grey, short

HAIR

Lawful Neutral

ALIGNMENT

|                     |            |          |               |             |            |          |                   |    |                   |    |      |       |                |             |              |      |                  |               |               |      |             |                      |                     |              |  |  |
|---------------------|------------|----------|---------------|-------------|------------|----------|-------------------|----|-------------------|----|------|-------|----------------|-------------|--------------|------|------------------|---------------|---------------|------|-------------|----------------------|---------------------|--------------|--|--|
| ABILITY NAME        | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | HP<br>hit points  | 26 | WOUNDS/CURRENT HP |    |      |       | SUBDUAL DAMAGE |             |              |      | DAMAGE REDUCTION |               |               |      | SPEED       |                      |                     |              |  |  |
| STR<br>Strength     | 15         | +2       | 15            | +2          | 15         | +2       | AC<br>armor class | 18 | 15                | 18 | 10   | 0     | 0              | 2           | 0            | 0    | 1                | 4             | Walk 40 ft.   |      |             |                      |                     |              |  |  |
| DEX<br>Dexterity    | 14         | +2       | 14            | +2          | 14         | +2       | TOTAL             |    |                   |    | FLAT | TOUCH | BASE           | ARMOR BONUS | SHIELD BONUS | STAT | SIZE             | NATURAL ARMOR | DEFLECTION    | MISC | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST |  |  |
| CON<br>Constitution | 12         | +1       | 12            | +1          | 12         | +1       | INITIATIVE        |    |                   |    | +2   | +2    | +0             | TOTAL       |              |      |                  | DEX MODIFIER  | MISC MODIFIER |      |             |                      |                     |              |  |  |
| INT<br>Intelligence | 10         | +0       | 10            | +0          | 10         | +0       | BASE ATTACK       |    |                   |    | +3   |       |                |             |              |      |                  |               |               |      |             |                      |                     |              |  |  |
| WIS<br>Wisdom       | 16         | +3       | 16            | +3          | 16         | +3       |                   |    |                   |    |      |       |                |             |              |      |                  |               |               |      |             |                      |                     |              |  |  |
| CHA<br>Charisma     | 8          | -1       | 8             | -1          | 8          | -1       |                   |    |                   |    |      |       |                |             |              |      |                  |               |               |      |             |                      |                     |              |  |  |

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILL  
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers  
+2 vs. enchantment spells and effects

MELEE  
attack bonus

RANGED  
attack bonus

CMB  
attack bonus

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

Offense

Defense

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

1H-P

1H-O

2H

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

Dam

Special Properties

Nunchaku

HAND

TYPE

SIZE

CRITICAL

REACH

1H-P

1H-O

2H

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

Dam

Special Properties

Quarterstaff (Darkwood)

HAND

TYPE

SIZE

CRITICAL

REACH

TOTAL ATTACK BONUS

DAMAGE

Special Properties

\*: 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

STUNNING FIST

Uses per day

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

4/4

MISC MODIFIER

✓ Acrobatics

DEX

13

=

2

+

3.0

+

8

✓ Acrobatics (Jump)

DEX

17

=

2

+

3.0

+

12

✓ Appraise

INT

0

=

0

+

+

✓ Bluff

CHA

-1

=

-1

+

+

✓ Climb

STR

7

=

2

+

2.0

+

3

✓ Craft (Books)

INT

4

=

0

+

1.0

+

3

✓ Craft (Untrained)

INT

0

=

0

+

+

✓ Diplomacy

CHA

-1

=

-1

+

+

✓ Disguise

CHA

-1

=

-1

+

+

✓ Escape Artist

DEX

8

=

2

+

3.0

+

3

✓ Fly

DEX

2

=

2

+

+

✓ Heal

WIS

3

=

3

+

+

✓ Intimidate

CHA

-1

=

-1

+

+

Knowledge (History)

INT

4

=

0

+

1.0

+

3

Knowledge (Religion)

INT

4

=

0

+

1.0

+

3

✓ Perception

WIS

9

=

3

+

3.0

+

3

Perform (Act)

CHA

3

=

-1

+

1.0

+

3

Perform (Dance)

CHA

3

=

-1

+

1.0

+

3

✓ Perform (Untrained)

CHA

-1

=

-1

+

+

✓ Profession (Librarian)

WIS

7

=

3

+

1.0

+

3

✓ Ride

DEX

2

=

2

+

+

✓ Sense Motive

WIS

8

=

3

+

2.0

+

3

✓ Stealth

DEX

8

=

2

+

3.0

+

3

✓ Survival

WIS

5

=

3

+

2.0

+

+

✓ Swim

STR

2

=

2

+

+

=

+

+

=

+

+

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

Character: Tjald

Player: Tomi

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pcgen@yahooogroups.com with "OS Suggestion" in the subject line.

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| Shuriken           |                                                    |        |        | HAND    | TYPE | SIZE | CRITICAL | REACH |
|--------------------|----------------------------------------------------|--------|--------|---------|------|------|----------|-------|
|                    |                                                    |        |        | Carried | P    | M    | 20/x2    | 5 ft. |
|                    | 10 ft.                                             | 20 ft. | 30 ft. | 40 ft.  |      |      | 50 ft.   |       |
| TH                 | +5                                                 | +3     | +1     | -1      |      |      | -3       |       |
| Dam                | 1d2+2                                              | 1d2+2  | 1d2+2  | 1d2+2   |      |      | 1d2+2    |       |
| Special Properties | May be used to perform a flurry of blows (pg. 145) |        |        |         |      |      |          |       |

| Sling              |        |        |         | HAND    | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--------|--------|---------|---------|------|------|----------|-------|
|                    |        |        |         | Carried | B    | M    | 20/x2    | 5 ft. |
|                    | 30 ft. | 50 ft. | 100 ft. | 150 ft. |      |      | 200 ft.  |       |
| TH                 | +5     | +5     | +3      | +1      |      |      | -1       |       |
| Dam                | 1d4+2  | 1d4+2  | 1d4+2   | 1d4+2   |      |      | 1d4+2    |       |
| Special Properties |        |        |         |         |      |      |          |       |

| *Unarmed Strike    |  |  |  | HAND     | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--|--|--|----------|------|------|----------|-------|
|                    |  |  |  | Equipped | B    | M    | 20/x2    | 5 ft. |
| TOTAL ATTACK BONUS |  |  |  | DAMAGE   |      |      |          |       |
| +5                 |  |  |  | 1d8+2    |      |      |          |       |
| Special Properties |  |  |  |          |      |      |          |       |

| *Flurry of Blows   |  |  |  | HAND     | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--|--|--|----------|------|------|----------|-------|
|                    |  |  |  | Equipped | B    | M    | 20/x2    | 5 ft. |
| TOTAL ATTACK BONUS |  |  |  | DAMAGE   |      |      |          |       |
| +4/+4              |  |  |  | 1d8+2    |      |      |          |       |
| Special Properties |  |  |  |          |      |      |          |       |

| EQUIPMENT                                                                                                                                                                     |              |     |            |              |  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|-----|------------|--------------|--|
| ITEM                                                                                                                                                                          | LOCATION     | QTY | WT         | COST         |  |
| Amulet of Mighty Fists                                                                                                                                                        | Equipped     | 1   | 0.02       | 0.0          |  |
| Backpack                                                                                                                                                                      | Equipped     | 1   | 2.0        | 2.0          |  |
| 18 lbs., 1 Bedroll, 1 Lantern (Hooded), 1 Oil (1 Pint Flask), 5 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.)                                                                 |              |     |            |              |  |
| Bedroll                                                                                                                                                                       | Backpack     | 1   | 5.0        | 0.1          |  |
| Boots of Elvenkind                                                                                                                                                            | Equipped     | 1   | 1.0        | 2500.0       |  |
| Bullets (Sling/10/Alchemical Silver)                                                                                                                                          | Pouch (Belt) | 1   | 5.0        | 20.1         |  |
| 10 hp/inch, hardness 8<br>□□□□□ □□□□□                                                                                                                                         |              |     |            |              |  |
| Bullets (Sling/10/Cold Iron)                                                                                                                                                  | Pouch (Belt) | 1   | 5.0        | 0.2          |  |
| 30 hp/inch, hardness 10<br>□□□□□ □□□□□                                                                                                                                        |              |     |            |              |  |
| Dagger                                                                                                                                                                        | Carried      | 1   | 1.0        | 2.0          |  |
| Flint and Steel                                                                                                                                                               | Pouch (Belt) | 1   | 0.0        | 1.0          |  |
| Lantern (Hooded)                                                                                                                                                              | Backpack     | 1   | 2.0        | 7.0          |  |
| Bright illumination (30'), shadowy illumination (60'), 6 hr./pint                                                                                                             |              |     |            |              |  |
| Nunchaku                                                                                                                                                                      | Carried      | 1   | 2.0        | 2.0          |  |
| Bonus to disarm an enemy (pg. 144), May be used to perform a flurry of blows (pg. 145)                                                                                        |              |     |            |              |  |
| Oil (1 Pint Flask)                                                                                                                                                            | Backpack     | 1   | 1.0        | 0.1          |  |
| □                                                                                                                                                                             |              |     |            |              |  |
| Monk's Outfit                                                                                                                                                                 | Equipped     | 1   | 2.0        | 0.0          |  |
| Potion of Cure Light Wounds                                                                                                                                                   | Pouch (Belt) | 2   | 0.0 (0.0)  | 50.0 (100.0) |  |
| Cures 1d8+1 points of damage<br>□□                                                                                                                                            |              |     |            |              |  |
| Pouch (Belt)                                                                                                                                                                  | Equipped     | 1   | 0.5        | 1.0          |  |
| 12.5 lbs., 1 Flint and Steel, 2 Potion of Cure Light Wounds, 5 Shuriken, 1 Bullets (Sling/10/Alchemical Silver), 1 Bullets (Sling/10/Cold Iron), 2 Smokestick, 1 Thunderstone |              |     |            |              |  |
| Quarterstaff (Darkwood)                                                                                                                                                       | Carried      | 1   | 2.0        | 640.0        |  |
| 10 hp/inch, hardness 5                                                                                                                                                        |              |     |            |              |  |
| Rations (Trail/Per Day)                                                                                                                                                       | Backpack     | 5   | 1.0 (5.0)  | 0.5 (2.5)    |  |
| □□□□□                                                                                                                                                                         |              |     |            |              |  |
| Ring of Protection +1                                                                                                                                                         | Equipped     | 1   | 0.0        | 2000.0       |  |
| Rope (Silk/50 ft.)                                                                                                                                                            | Backpack     | 1   | 5.0        | 10.0         |  |
| 4 hp, DC 24 Strength check to burst                                                                                                                                           |              |     |            |              |  |
| Shuriken                                                                                                                                                                      | Pouch (Belt) | 5   | 0.1 (0.5)  | 0.2 (1.0)    |  |
| May be used to perform a flurry of blows (pg. 145)<br>□□□□□                                                                                                                   |              |     |            |              |  |
| Sling                                                                                                                                                                         | Carried      | 1   | 0.0        | 0.0          |  |
| 0 lbs.                                                                                                                                                                        |              |     |            |              |  |
| Smokestick                                                                                                                                                                    | Pouch (Belt) | 2   | 0.5 (1.0)  | 20.0 (40.0)  |  |
| □□                                                                                                                                                                            |              |     |            |              |  |
| Thunderstone                                                                                                                                                                  | Pouch (Belt) | 1   | 1.0        | 30.0         |  |
| □                                                                                                                                                                             |              |     |            |              |  |
| Unarmed Strike                                                                                                                                                                | Equipped     | 1   | 0.0        | 0.0          |  |
| Waterskin (Filled)                                                                                                                                                            | Equipped     | 1   | 4.0        | 1.0          |  |
| Flurry of Blows                                                                                                                                                               | Equipped     | 1   | 0.0        | 0.0          |  |
| TOTAL WEIGHT CARRIED/VALUE                                                                                                                                                    |              |     | 43.02 lbs. | 5360.0 gp    |  |

| WEIGHT ALLOWANCE |     |                 |     |             |      |
|------------------|-----|-----------------|-----|-------------|------|
| Light            | 66  | Medium          | 133 | Heavy       | 200  |
| Light over head  | 200 | Lift off ground | 400 | Push / Drag | 1000 |

| OTHER COMPANIONS                   |  |  |  |  |
|------------------------------------|--|--|--|--|
| Talon - Cleric - Dwarf - Hoce      |  |  |  |  |
| Daegil - Rouge - Half-Elf - Mirko  |  |  |  |  |
| Tock - Barbarian - Half-Orc - Ralf |  |  |  |  |
| Al-Jaziz - Sorcerer - Human - René |  |  |  |  |

| Special Attacks                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |  |                                          |  |  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|------------------------------------------|--|--|
| Flurry of Blows (Ex)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |  | [Paizo Publishing - Core Rulebook, p.57] |  |  |
| You can make a flurry of blows as a full-attack action. When doing so, you may make one additional attack 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 feat. 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)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |  | [Paizo Publishing - Core Rulebook, p.59] |  |  |
| You have a pool of 5 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 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. |  |                                          |  |  |
| Stunning Fist (Ex)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |  | [Paizo Publishing - Core Rulebook, p.59] |  |  |
| You gain Stunning Fist as a bonus feat. You can choose to make the target of your Stunning Fist fatigued. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. You must choose which condition will apply before the attack roll is made. These effects do not stack with themselves, but additional hits do increase the duration.                                                                                                                                                                                                                                                                                                                                                                                                            |  |                                          |  |  |

| Special Qualities                                                                                                                                                                                                                                                                                                                                         |  |                                          |  |  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|------------------------------------------|--|--|
| AC Bonus (Ex)                                                                                                                                                                                                                                                                                                                                             |  | [Paizo Publishing - Core Rulebook, p.57] |  |  |
| When unarmored and unencumbered, you add +3 to your AC and your CMD. In addition, you gain a +1 bonus to AC and 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                                                                                                                                                                                                                                                                                                                                                |  | [Paizo Publishing - Core Rulebook]       |  |  |
| Humans select one extra feat at 1st level.                                                                                                                                                                                                                                                                                                                |  |                                          |  |  |
| Evasion (Ex)                                                                                                                                                                                                                                                                                                                                              |  | [Paizo Publishing - Core Rulebook]       |  |  |
| 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)                                                                                                                                                                                                                                                                                                                                        |  | [Paizo Publishing - Core Rulebook, p.59] |  |  |
| Your gain a +10 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.                                                                                                                                                                                                                  |  |                                          |  |  |
| Maneuver Training (Ex)                                                                                                                                                                                                                                                                                                                                    |  | [Paizo Publishing - Core Rulebook, p.59] |  |  |
| 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.                                                                                                                                                            |  |                                          |  |  |
| Skilled                                                                                                                                                                                                                                                                                                                                                   |  | [Paizo Publishing - Core Rulebook]       |  |  |
| Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.                                                                                                                                                                                                                                                   |  |                                          |  |  |
| Slow Fall (Ex)                                                                                                                                                                                                                                                                                                                                            |  | [Paizo Publishing - Core Rulebook, p.59] |  |  |
| If you are within arm's reach of a wall, you can use it to slow your descent. You takes damage as if the fall were 20 feet shorter than it actually is.                                                                                                                                                                                                   |  |                                          |  |  |
| Still Mind (Ex)                                                                                                                                                                                                                                                                                                                                           |  | [Paizo Publishing - Core Rulebook, p.59] |  |  |
| You gain a +2 bonus on saving throws against enchantment spells and effects.                                                                                                                                                                                                                                                                              |  |                                          |  |  |

| Feats                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------|
| <b>Mobility</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <b>[Paizo Publishing - Core Rulebook, p.130]</b> |
| <p>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.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                  |
| <b>Power Attack</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <b>[Paizo Publishing - Core Rulebook, p.131]</b> |
| <p>You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 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. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. 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.</p> |                                                  |
| <b>Step Up</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <b>[Paizo Publishing - Core Rulebook, p.135]</b> |
| <p>Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                  |
| <b>Improved Unarmed Strike</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <b>[Paizo Publishing - Core Rulebook, p.128]</b> |
| <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>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                  |
| <b>Dodge</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <b>[Paizo Publishing - Core Rulebook, p.122]</b> |
| <p>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.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                  |
| <b>Scorpion Style</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <b>[Paizo Publishing - Core Rulebook, p.132]</b> |
| <p>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 10 + 1/2 your character level + your Wis modifier).</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                  |
| <b>Stunning Fist</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <b>[Paizo Publishing - Core Rulebook, p.135]</b> |
| <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 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 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                                                                                                                                                                                                                            |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>Club, Crossbow (Heavy), Crossbow (Light), Dagger, Flurry of Blows, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shortspear, Shuriken, Siangham, Sling, Spear, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike</p> |

| LANGUAGES     |
|---------------|
| <p>Common</p> |

| TEMPLATES |
|-----------|
|-----------|