Name	Eff Level	Class	Level	Class	Level	Experience	Alignment
Shensei Tetsu	9	Smoke Sword Monk	9			38901	LN

Race	Lvl Adjst	Class	Level	Class	Level	Deity
Mountain Dwarf						Moradin

	Score	Modifier	Tmp Scr	Tmp Mod
STR	12	1	12	1
DEX	16	3	16	3
CON	10	0	10	0
INT	10	0	10	0
WIS	16	3	16	3
CHA	14	2	14	2

	Total	Wounds	Subdual Damage	Hit Die	Damage Reduction	Speed
HP	56			d8		50
AC	21 (Total)	10 +				
INIT	7 (Total)					

AC	Armor	Shield	Dex	Size	Nat Arm	Misc
			3			8

INIT	Dex	Misc
	3	4

	Miss Chnc	Spl Fail	Spl Res	Arm Chk

ATTK						
	6	6	1			

Saving Throws	Total	Base	Ability	Magic	Misc	Temp
FORTITUDE	6	6	0			
REFLEX	11	6	3		2	
WILL	9	6	3			

Conditional Modifiers: +2 to Saves vs. Poison, Spells, and Spell Like Effects (+4 vs. Enchantment)

Attack Bonus	Total						Str	Size	Misc	Temp
MELEE	7	7	2				1			
RANGED	9	9	4				3			
	Total						Dex	Size	Misc	Temp

Weapon										
Empty Hand				Damage 1d10			Crit Tht 20	Crit X 2	Prm Hnd	
	DEX	STR	1			9	1	Does not provoke Attack of Opportunity; May use Stunning Fist and Flurry of Blows; *Ki* Strike (Magic)	Off Hnd	
Range	Hit Mod Ability	Dam Mod Ability	Str x 2 Wpn Penalty	Weapon Bonus	Hit Bonus	Damage Bonus			2 Hand	

Weapon										
Tengoku (Warden)				Damage 1d6			Crit Tht 20	Crit X 2	Prm Hnd	
	STR	STR	1		4	11	5	+1/+2; quarterstaff +4; *Ki* Focus (Uses Monk open hand *Ki* abilities); Defending (May add part or all of enhancement bonus to AC); Merciful (On command, does +1d6 damage, all damage is subdual); May not be used as a double weapon	Off Hnd	
Range	Hit Mod Ability	Dam Mod Ability	Str x 2 Wpn Penalty	Weapon Bonus	Hit Bonus	Damage Bonus			2 Hand	

Weapon										
Herutsu (Heart)				Damage 1d8			Crit Tht 20	Crit X 3	Prm Hnd	
110	DEX	STR	1		1	10	2	Mighty Composite Longbow; *Ki* Focus (Uses Monk open hand *Ki* abilities); May use *True Strike* as full action (+20 insight bonus to attack, no miss chance vs. concealed targets), unlimited uses	Off Hnd	
Range	Hit Mod Ability	Dam Mod Ability	Str x 2 Wpn Penalty	Weapon Bonus	Hit Bonus	Damage Bonus			2 Hand	

Weapon										
Javelin				Damage 1d6			Crit Tht 20	Crit X 2	Prm Hnd	
30	DEX	STR	1			9	1		Off Hnd	
Range	Hit Mod Ability	Dam Mod Ability	Str x 2 Wpn Penalty	Weapon Bonus	Hit Bonus	Damage Bonus			2 Hand	

Weapon										
				Damage			Crit Tht	Crit X	Prm Hnd	
									Off Hnd	
Range	Hit Mod Ability	Dam Mod Ability	Str x 2 Wpn Penalty	Weapon Bonus	Hit Bonus	Damage Bonus			2 Hand	

Weapon										
				Damage			Crit Tht	Crit X	Prm Hnd	
									Off Hnd	
Range	Hit Mod Ability	Dam Mod Ability	Str x 2 Wpn Penalty	Weapon Bonus	Hit Bonus	Damage Bonus			2 Hand	

Protect Item		Type	Arm Bns	Max Dex Bonus
Check Penalty	Spell Failure	Speed	Weight	Notes

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Check Penalty	Spell Failure	Speed	Weight	Notes

Skills

Max Ranks: 12/6

Class Skills	Skill Name		Key Ability	Modifier	Ranks	Ability	Misc
☐	Appraise		INT	2		0	2
■	Balance		DEX	13	8	3	2
☐	Bluff		CHA	2		2	
■	Climb		STR	9	8	1	
■	Concentration		CON	0		0	
■	Craft	Brewing of Ale	INT	4	4	0	
■		Cooking	INT	4	4	0	
☐	Decipher Script		INT				
■	Diplomacy		CHA	2		2	
☐	Disable Device		INT				
☐	Disguise		CHA	2		2	
■	Escape Artist		DEX	3		3	
☐	Forgery		INT	0		0	
☐	Gather Information		CHA	2		2	
☐	Handle Animal		CHA				
☐	Heal		WIS	3		3	
■	Hide		DEX	3		3	
☐	Intimidate		CHA	2		2	
■	Jump		STR	3		1	2
■	Knwldge (Arcana)		INT	1	1	0	
☐	Knwldge (Archtctr/Engnrng)		INT	1	1	0	
☐	Knwldge (Dungeoneering)		INT	1	1	0	
☐	Knwldge (Geography)		INT	1	1	0	
☐	Knwldge (History)		INT	1	1	0	
☐	Knwldge (Local)		INT				
☐	Knwldge (Nature)		INT	1	1	0	
☐	Knwldge (Nblty & Rylty)		INT	1	1	0	
☐	Knwldge (The Planes)		INT				
■	Knwldge (Religion)		INT	1	1	0	
■	Listen		WIS	3		3	
■	Move Silently		DEX	3		3	
☐	Open Lock		DEX				
■	Perform		CHA	2		2	
■			CHA	2		2	
■	Prfssn		WIS				
■			WIS				
☐	Ride		DEX	3		3	
☐	Search		INT	2		0	2
■	Sense Motive		WIS	6	3	3	
☐	Sleight of Hand		DEX				
☐	Spk Lang		NONE				
☐			NONE				
☐			NONE				
☐			NONE				
☐	Spellcraft		INT				
■	Spot		WIS	8	5	3	
☐	Survival		WIS	3		3	
■	Swim		STR	1		1	
■	Tumble		DEX	11	8	3	
☐	Use Magic Device		CHA				
☐	Use Rope		DEX	3		3	
☐			WIS				
☐			WIS				
☐							

SPECIAL ABILITIES/FEATS

Ability/Feat	Description/Effects
Racial Abilities (Dwarf)	+2 Con/-2 Cha; Darkvision (60'); Stonecunning (+2 to Search Checks for Unusual Stonework); +4 vs. Bull Rush and Trip; +2 Saves vs. Poison, Spells, and Spell Like Effects; +1 to Attack Rolls vs. Orcs/Goblinoids; +4 Dodge to AC vs. Giant Type Creatures; +2 to Appraise and Craft Checks related to Stone/Metal Items
Monk Ability: **Flurry of Blows**	May make one extra unarmed attack per round at highest attack bonus
Monk Ability: **Still Mind**	+2 Save vs. Spells/Spell Like Effects from the School of Enchantment
Monk Ability: ***Ki* Strike**	Unarmed Attacks count as Magic vs. Damage Reduction
Monk Ability: **Slow Fall**	Falls count as 40' shorter when within Arms Reach of a Wall
Monk Ability: **Purity of Body**	Immune to all Natural and Non-Magical Diseases
Monk Ability: **Wholeness of Body**	May heal up to 18 points of Damage/Day
Legendary Form: **Mad Devil Staff**	Makes one Full Attack w/ Quarterstaff as Touch Attack; Add Unarmed Damage to normal Staff Damage
Legendary Form: **Gecko Step**	May move part or all of Normal Movement on Vertical Surface, so long as Move ends on Horizontal Surface
Feat (B): **Imp. Unarmed Strike**	Is considered Armed even when fighting Unarmed; May choose Lethal or Non-lethal Damage; Increased Damage
Feat (B): **Stunning Fist**	May Stun opponents w/ unarmed attack 9x/Day (Fortitude Save DC=18)
Feat: **Wpn Prof: Comp. Longbow**	May use the Composite Longbow with no penalties
Feat (B): **Wpn Focus: Staff**	+1 Attack Bonus with Quarterstaff (Smoke Sword Fighting School; In lieu of Deflect Arrows)
Feat (B): **Evasion**	Against Area of Effect Attacks w/ Reflex Save, succesful Save equals No Damage
Feat: **Weapon Finesse: Unarmed**	May use DEX bonus to hit when fighting Unarmed
Feat (B): **Improved Disarm**	+4 to Disarm attempts, does not provoke Attack of Opportunity or a chance for opponent to Disarm
Feat: **Improved Initiative**	+4 to Initiative Rolls
Feat (B): **Wpn Spec: Staff**	+2 to Damage with Quarterstaff (Smoke Sword Fighting School; In lieu of Improved Evasion)
Feat: **Lightening Reflexes**	+2 to Reflex Saves

GEAR

Gear	Wt	Gear	Wt	Gear	Wt
Monk's Outfit	2	Heward's Handy Haversack	5		
Quiver of Ehlonna	2	Bedroll; Winter Blanket			
Herutsu (Mighty Composite Longbow)		Flint & Steel; Grappling Hook			
or Tengoku (Quarterstaff)		Mirror (Small Steel); Oil (5 Flasks)			
Arrows (60)		Rations (Trail: 10 Days); Soap (1 lb)			
Javelin (10)		Rope (Silk: 100 Ft); Waterskin (Full)			
Belt Knife/Sheath	1	Lantern (Hooded); Paper (10 Sheets)			
		Ink (Vial); Inkpen; Tent; Iron Pot			
		Canvas (9 sq. yds.); Tindertwig (50)			
		Tanglefoot Bag (3); Everburning Torch			
				Total Weight:	10

ENCUMBRANCE

Light Load	Over Head
43	130
Medium Load	**Off Ground**
86	260
Heavy Load	**Push/Drag**
130	650

LANGUAGES

Common
Dwarven

MONEY

	Gems/Jewelry
C.P.:	
S.P.:	
G.P.: 211	
P.P.:	

HISTORY/DESCRIPTION/NOTES

Shensei Tetsu was born in the Dwarven Homeland in the East of the Known Lands. He left his clan at the age of 45 to join the only Dwarven monastery in existence, followers of the Smoke Sword Fighting School. Followers of this school train extensively in the use of a chosen weapon as well as in unarmed combat. Tetsu's chosen weapon is the quarterstaff, and he wields it very well.

For about the past 10 years, Tetsu has been feeling an unwelcome sense of rebellion against the rigid mindsets and discipline of his teachings. Approximately five years ago, he left the monastery, and the Eastlands, to pusue these strange urges and either resolve them so as to return to the Monastery or indulge them and incorporate them into his lifestyle. Since that time, he's been travelling the Known Lands, making his way day by day, and putting his knowledge and abilities to practical use.

Physically, Tetsu is 4'8" tall and weighs 240 lbs -- big for a Dwarf. He shaves his head, and braids his long black beard in three plaits. His eyes are a very light blue, another oddity for a Dwarf.

Tetsu travels light and lives simply, making his way by working in whatever capacity the locals in his area need him to. He's served as a Caravan Guard, chopped wood, cooked for various inns and taverns, taught Militia groups how to use the Quarterstaff, dug ditches, mined stone, done migrant farm work, and whatever else he could find to do.

He seems no closer to resolving his dilemma at this point than he was when he left the Monastery.

Male	Gender
Black (Bald)	Hair Color
Blue	Eye Color
75	Age
4' 8"	Height
240 lb	Weight
M	Size