

Brynmor

XP:	28750
Next Level:	36000

Abilities	Score	Modifier
Strength	16	3
Dexterity	16	3
Constitution	16	3
Intelligence	11	0
Wisdom	22	6
Charisma	15	2

Level	8
Class	Monk
Race	Human
Gender	Male
Age	23 years
Size	Medium
Height	180 cm
Weight	80 kg

Speed:	50' walk
Hit Points:	82

Initiative:	3
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Armor Class:	28
Flat:	25
Touch:	22
Base	10
Dexterity	3
Wisdom	6
Monk AC bonus	1
Exalted AC bonus	6
VoP deflection	1
VoP natural armor	1

	1st	2nd
Base attack:	6	1
Meele attack:	13	8
Base attack	6	
Wisdom	6	
Exalted strike	1	
Ranged attack:	10	5
Base attack	6	
Dexterity	3	
Exalted strike	1	

Attacks	
Unarmed:	+13 / +8
Damage:	1d10+4
Damage	4
Strength	3
Exalted strike	1

Saving Throws	
Fortitude	10
Base	6
Constitution	3
VoP Resistance	1
Reflex	10
Base	6
Dexterity	3
VoP Resistance	1
Will	13
Base	6
Wisdom	6
VoP Resistance	1

Flurry	.2 / +12 / +7
Damage:	1d10+4
Damage	4
Strength	3
Exalted strike	1

Unarmed strikes: good aligned, magic (DR), +1 DAM to evil +1d4 to evil outsiders

Stunning Fist: Fortitude DC 20 (8 / day)

Touch of Golden Ice: Fortitude DC 14 (1d6 DEX, 2d6 DEX after 1 min)

Skill	Ranks	Total	Skill	Ranks	Total
Balance (Dex)	1	6	Knowledge (Religion)	6	6
Climb (Str)	1	4	Listen (Wis)	1	7
Concentration (Con)	6	9	Sense Motive (Wis)	5	11
Diplomacy (Cha)	4	8	Spot (Wis)	6	12
Jump (Str)	5	18	Survival (Wis)	4	10
		syn+50'	Tumble (Dex)	11	16
					syn

Feats

Combat Reflexes

When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Grapple

You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Improved Trip

You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Improved Unarmed Strike

You do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Intuitive Attack

With a simple weapon of your size or a natural weapon, you may use your Wisdom modifier instead of your Strength modifier on attack rolls.

Prone Combat

You are able to fight from a prone position without penalty.

Power Attack

On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Sacred Vow

You gain a +2 perfection bonus on Diplomacy checks.

Sanctify Ki Strike

Your unarmed strikes deal 1 extra point of damage to evil creatures, or 1d4 points to evil outsiders and evil undead. In addition, they are considered good-aligned for purposes of overcoming damage reduction.

Servant of the Heavens

Once per day, while performing an act of good, you may call upon your archon patron to gain a +1 luck bonus on any one roll or check.

Stunning Fist

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 action). A monk who selects this feat may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

Touch of Golden Ice

Any evil creature you touch with your bare hand, fist, or natural weapon is ravaged by golden ice. Contact DC 14, Initial Damage 1d6 Dex, Secondary Damage 2d6 Dex

Track

To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge. You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check).

Feats (continued)

Vow of Poverty

You may carry and use ordinary (neither magic nor masterwork) simple weapons, usually just a quarterstaff that serves as a walking stick. You may wear simple clothes (usually just a homespun robe, possibly also including a hat and sandals) with no magical properties. You may carry enough food to sustain you for one day in a simple (nonmagic) sack or bag. You may carry and use a spell component pouch. You may not use any magic item of any sort, though you can benefit from magic items used on your behalf—you can drink a potion of cure serious wounds a friend gives you, receive a spell cast from a wand, scroll, or staff, or ride on your companion's ebony fly. You may not, however, "borrow" a cloak of resistance or any other magic item from a companion for even a single round, nor may you yourself cast a spell from a scroll, wand, or staff.

Special Abilities

Deflection (Su)

A 6th-level ascetic receives a +1 deflection bonus to his Armor Class. This bonus increases to +2 at 12th level, and to +3 at 18th level.

Endure Elements (Ex)

A 3rd-level ascetic is immune to the effects of being in a hot or cold environment. He can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves (as described in the Dungeon Master's Guide).

Evasion

A monk of 2nd level or higher can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk (such as one who is unconscious or paralysed) does not gain the benefit of evasion.

Exalted Strike (Su)

At 4th level, an ascetic gains a +1 enhancement bonus on all his attack and damage rolls. In effect, any weapon the character wields becomes a +1 magic weapon, and can overcome the damage reduction of a creature as though it were a magic weapon. This enhancement bonus rises to +2 at 10th level, to +3 at 14th level, to +4 at 17th level, and to +5 at 20th level. At 10th level, any weapon damage the character deals is also considered to be good-aligned, so that it can bypass the damage reduction of some evil outsiders.

Fast Movement (Ex)

At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table 3-10. A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed.

Ki Strike (magic)

At 4th level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Mind Shielding (Ex)

Also at 8th level, an ascetic character becomes immune to detect thoughts, discern lies, and any attempt to discern his alignment.

Natural Armor (Ex)

At 8th level, an ascetic gains a +1 natural armor bonus, or his existing natural armor bonus increases by +1. It increases an extra +1 at 16th level.

Purity of Body (Ex)

At 5th level, a monk gains control over her body's immune system. She gains immunity to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

Resistance (Ex)

At 7th level, an ascetic gains a +1 resistance bonus on all saving throws. This bonus increases to +2 at 13th level, and to +3 at 17th level.

Slow Fall (Ex)

At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm. See the Special column on Table 3-10 for details.

Still Mind (Ex)

A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since her meditation and training improve her resistance to mind-affecting attacks.

Special Abilities (continued)

Sustenance (Ex)

A 5th-level ascetic doesn't need to eat or drink.

Unarmed Strike

A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as the magic fang and magic weapon spells).

Wholeness of Body (Su)

At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Hit Rate	Power Attack						
AC	0	1	2	3	4	5	6
15	82%	77%	72%	67%	61%	57%	52%
16	77%	71%	66%	62%	57%	52%	47%
17	72%	66%	62%	56%	52%	47%	41%
18	67%	62%	57%	52%	47%	42%	37%
19	62%	56%	52%	47%	42%	37%	32%
20	57%	52%	47%	42%	36%	32%	27%
21	52%	47%	42%	37%	32%	27%	22%
22	47%	41%	36%	32%	26%	22%	18%
23	42%	37%	32%	27%	22%	18%	15%
24	37%	32%	27%	22%	18%	15%	12%
25	31%	27%	22%	19%	15%	12%	8%
26	27%	22%	18%	15%	12%	8%	5%
27	21%	18%	15%	12%	8%	5%	5%
28	18%	15%	11%	8%	5%	5%	5%
29	15%	12%	8%	5%	5%	5%	5%
30	12%	8%	5%	5%	5%	5%	5%
31	8%	5%	5%	5%	5%	5%	5%
32	5%	5%	5%	5%	5%	5%	5%
33	5%	5%	5%	5%	5%	5%	5%
34	5%	5%	5%	5%	5%	5%	5%
35	5%	5%	5%	5%	5%	5%	5%

Round Rate	Power Attack						
AC	0	1	2	3	4	5	6
15	100%	99%	98%	97%	95%	93%	90%
16	99%	98%	97%	95%	93%	89%	86%
17	98%	97%	95%	92%	90%	86%	81%
18	97%	95%	93%	90%	86%	82%	76%
19	95%	92%	90%	86%	81%	76%	70%
20	93%	89%	86%	81%	75%	70%	62%
21	90%	85%	81%	76%	70%	62%	55%
22	87%	81%	76%	70%	62%	53%	46%
23	81%	76%	69%	62%	53%	46%	39%
24	76%	69%	62%	54%	47%	40%	31%
25	69%	62%	54%	47%	40%	32%	23%
26	62%	53%	46%	39%	32%	23%	14%
27	53%	46%	40%	31%	23%	15%	15%
28	47%	40%	31%	23%	15%	14%	14%
29	40%	31%	23%	15%	15%	14%	14%
30	31%	23%	14%	14%	14%	14%	14%
31	23%	14%	15%	14%	14%	14%	14%
32	14%	15%	14%	14%	15%	14%	14%
33	14%	14%	14%	14%	14%	14%	14%
34	14%	14%	14%	14%	14%	14%	14%
35	15%	14%	14%	14%	14%	14%	14%

Rel. DAM	Power Attack						
AC	0	1	2	3	4	5	6
15	100%	104%	107%	110%	109%	108%	107%
16	100%	103%	105%	107%	108%	105%	103%
17	100%	102%	106%	104%	105%	102%	98%
18	100%	103%	105%	104%	103%	101%	96%
19	100%	103%	105%	102%	100%	97%	92%
20	100%	102%	101%	100%	94%	91%	84%
21	100%	101%	100%	98%	92%	85%	78%
22	100%	98%	96%	91%	85%	79%	73%
23	100%	100%	96%	90%	81%	77%	71%
24	100%	96%	92%	84%	78%	73%	65%
25	100%	95%	89%	85%	80%	72%	60%
26	100%	93%	88%	84%	76%	64%	52%
27	100%	96%	92%	83%	73%	62%	66%
28	100%	97%	86%	78%	63%	66%	69%
29	100%	89%	79%	66%	72%	73%	75%
30	100%	87%	74%	77%	82%	92%	96%
31	100%	84%	95%	100%	108%	113%	126%
32	100%	113%	117%	128%	146%	149%	162%
33	100%	115%	125%	137%	152%	159%	173%
34	100%	105%	120%	129%	141%	149%	160%
35	100%	113%	118%	130%	137%	152%	159%

Mean R. DAM	Power Attack						
AC	0	1	2	3	4	5	6
15	25	26	27	27	27	27	26
16	23	24	25	25	25	25	24
17	22	23	23	23	23	22	21
18	20	21	21	21	21	21	20
19	19	19	20	19	19	18	17
20	18	18	18	18	17	16	15
21	16	16	16	16	15	14	13
22	15	15	14	14	13	12	11
23	13	13	13	12	11	10	9
24	12	11	11	10	9	9	8
25	10	10	9	9	8	7	6
26	9	8	8	8	7	6	5
27	7	7	7	6	5	5	5
28	7	6	6	5	4	4	5
29	6	5	5	4	4	4	4
30	5	4	4	4	4	4	5
31	4	3	4	4	4	4	5
32	3	3	3	4	4	4	5
33	3	3	3	4	4	4	5
34	3	3	3	4	4	4	5
35	3	3	3	4	4	4	5

Flurry: +12 / +12 / +7 ; DAM: 1d10+4 ; Simulations: 10000 rounds

Hit Rate	Power Attack						
AC	0	1	2	3	4	5	6
15	82%	77%	72%	67%	63%	57%	52%
16	77%	73%	67%	63%	57%	53%	47%
17	73%	67%	62%	58%	53%	48%	43%
18	67%	63%	58%	52%	48%	43%	37%
19	63%	58%	53%	48%	42%	37%	32%
20	57%	52%	47%	42%	37%	33%	28%
21	53%	47%	42%	38%	33%	28%	22%
22	48%	42%	37%	32%	27%	23%	18%
23	42%	37%	32%	28%	22%	18%	15%
24	38%	33%	28%	23%	18%	15%	13%
25	33%	28%	22%	18%	15%	13%	10%
26	28%	22%	17%	15%	13%	10%	8%
27	22%	17%	15%	13%	10%	7%	5%
28	17%	15%	13%	10%	8%	5%	5%
29	16%	13%	10%	8%	5%	5%	5%
30	12%	10%	8%	5%	5%	5%	5%
31	10%	8%	5%	5%	5%	5%	5%
32	8%	5%	5%	5%	5%	5%	5%
33	5%	5%	5%	5%	5%	5%	5%
34	5%	5%	5%	5%	5%	5%	5%
35	5%	5%	5%	5%	5%	5%	5%

Round Rate	Power Attack						
AC	0	1	2	3	4	5	6
15	98%	97%	94%	91%	88%	83%	79%
16	96%	94%	91%	88%	83%	79%	74%
17	94%	91%	88%	83%	79%	74%	69%
18	91%	87%	83%	78%	74%	69%	62%
19	88%	84%	79%	74%	68%	62%	55%
20	83%	78%	73%	68%	62%	56%	49%
21	79%	74%	68%	63%	56%	49%	41%
22	74%	69%	62%	55%	49%	42%	34%
23	68%	63%	56%	49%	41%	34%	29%
24	63%	57%	49%	42%	34%	29%	24%
25	56%	49%	41%	34%	28%	24%	19%
26	50%	41%	33%	29%	24%	19%	15%
27	41%	33%	28%	24%	19%	14%	9%
28	33%	29%	24%	19%	15%	10%	9%
29	30%	24%	19%	15%	10%	10%	10%
30	23%	20%	15%	10%	10%	10%	10%
31	19%	15%	10%	9%	10%	10%	10%
32	15%	10%	10%	10%	10%	9%	10%
33	10%	9%	10%	9%	10%	10%	9%
34	10%	10%	10%	9%	9%	10%	10%
35	10%	10%	10%	10%	10%	9%	10%

Rel. DAM	Power Attack						
AC	0	1	2	3	4	5	6
15	100%	104%	107%	109%	110%	109%	107%
16	100%	104%	106%	108%	108%	107%	104%
17	100%	103%	106%	106%	106%	104%	101%
18	100%	104%	105%	105%	105%	102%	96%
19	100%	102%	103%	102%	98%	95%	88%
20	100%	100%	101%	99%	96%	93%	86%
21	100%	99%	99%	97%	92%	88%	76%
22	100%	100%	97%	93%	88%	80%	71%
23	100%	99%	94%	91%	81%	74%	71%
24	100%	100%	93%	86%	76%	72%	68%
25	100%	94%	87%	79%	74%	71%	63%
26	100%	91%	82%	80%	77%	70%	64%
27	100%	91%	86%	87%	79%	67%	57%
28	100%	100%	97%	87%	79%	69%	70%
29	100%	95%	87%	82%	67%	75%	80%
30	100%	102%	92%	79%	84%	91%	97%
31	100%	96%	82%	86%	99%	106%	111%
32	100%	91%	99%	106%	117%	115%	132%
33	100%	107%	122%	127%	143%	150%	158%
34	100%	108%	120%	125%	130%	154%	159%
35	100%	114%	119%	136%	152%	148%	168%

Mean R. DAM	Power Attack						
AC	0	1	2	3	4	5	6
15	17	17	18	18	18	18	18
16	16	16	17	17	17	17	16
17	15	15	16	16	16	15	15
18	14	14	14	14	14	14	13
19	13	13	13	13	13	12	11
20	12	12	12	12	11	11	10
21	11	11	11	11	10	10	8
22	10	10	10	9	9	8	7
23	9	9	9	8	7	7	6
24	8	8	7	7	6	6	5
25	7	7	6	6	5	5	5
26	6	6	5	5	5	4	4
27	5	5	4	4	4	3	3
28	4	4	4	4	3	3	3
29	4	4	3	3	3	3	3
30	3	3	3	2	3	3	3
31	3	3	2	2	3	3	3
32	2	2	2	3	3	3	3
33	2	2	2	2	3	3	3
34	2	2	2	2	3	3	3
35	2	2	2	3	3	3	3

Unarmed Normal: +13 / +8 ; DAM: 1d10+4 ; Simulations: 10000 rounds