

Grota - 43439-17, Grand Lodge

LN Half-Orc Monk (Ki Mystic, Qinggong, Sensei) 15

Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception +28 (+30 for traps, secret doors, identify potions)

Defense

AC 31, touch 31, flat-footed 30 (+5 deflection, +1 dodge, +2 insight, +3 monk, +10 wisdom)

Mage Armor, Barkskin AC 40, touch 31, flat-footed 39, incorporeal 36, flat footed incorporeal 35
hp 153 (15d8+75)

Fort +23, **Ref** +17, **Will** +27; +1 to any non-universal spell or spell-like ability

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee unarmed strike +21/+16/+11 (2d6, B) (*cold iron, lawful, magic, silver*)

Ranged masterwork cold iron shuriken +22/+17/+12 (1d2, 10 ft., P)

Special Attacks advice 25 rounds/day (swift action; inspire competence +5, inspire courage +3, inspire greatness), stunning fist (22/day, DC 27 (29 w/ *mantis style*))

Qinggong Spell-Like Abilities (CL 15th; concentration +25)

1 ki—*barkskin, true strike*

2 ki—*restoration (only 1 ki w/ fully charged ring of ki mastery)*

3 ki—*cold ice strike (DC 27) (only 2 ki w/ fully charged ring of ki mastery)*

Statistics

Str 10, **Dex** 10, **Con** 20, **Int** 12, **Wis** 31, **Cha** 7

Base Atk +11; **CMB** +25; **CMD** 47 (49 vs. trip & disarm, 62 vs grapple)

Feats Combat Maneuver Defense, Crushing Blow, Dimensional Agility, Dodge, Extra Ki, Improved Initiative, Lingering Performance, Mantis Style, Technologist

Traits Fate's Favored, Honored Fist of the Society (+1 ki)

Skills Appraise +3, Heal +13, Knowledge (Arcana, Dungeoneering, Local, Nature, Planes, Religion) +10, Knowledge (Engineering) +21, Knowledge (Geography, History, Nobility) +7, Perception +28 (+30 for traps, secret doors, identify potions), Profession (Sailor) +22, Sense Motive +21; **Racial Modifiers** +2 Appraise, +2 Perception (traps, secret doors, identify potion)

SQ abundant step, insightful strike (use wis instead of str/dex for attack rolls for monk weapons, unarmed strike, and combat maneuvers), ki mystic pool (22/day, cold iron, lawful, magic, silver, +2 on all knowledge checks while has at least 1 ki, can use 1 ki to gain +4 insight bonus on ability or skill check before making it, +20 ft. speed for one round, or +4 dodge AC for 1 round), maneuver training, mystic insight (spent 2 ki (1 ki with fully charged ring of ki mastery) to have an ally within 30 ft. reroll a single attack roll or saving throw), mystic prescience (+2 insight bonus to AC and CMD), mystic visions (can use 2 ki (1 ki with fully charged ring of ki mastery) to cast *divination* while he sleeps), mystic wisdom (*see below*)

Languages Common, Orc

Favored Class Bonus +1 per level CMD vs. grapple, +½ stunning fists attempts/day

Alternate Racial Traits City-Raised (Proficiency with Whips and Longswords, +2 on Knowledge (Local), replaces Weapon Familiarity), Sacred Tattoo (+1 luck bonus (+2 *Fate's Favored*) to saves, replaces Orc Ferocity), Scavenger (+2 on Appraise checks and Perception checks for hidden objects (includes traps and secret doors), determine if food is spoiled, or identify a potion by taste, replaces Intimidating)

Combat Gear *first aid gloves (5 charges left), oil of bless weapon, oil of magic weapon, potions of mage armor (x5), potion of remove blindness, scroll of neutralize poison, scroll of remove blindness/deafness, scroll of remove curse, scroll of remove disease (CL 12), wand of cure light wounds, wand of mage armor* **Other Gear** *belt of mighty constitution +6, cloak of resistance +5, cracked dusty rose prism ioun stone, cracked green prism ioun stone, earplugs, floating feather feather token (x2), flour (4 doses), hand of glory, headband of vast wisdom +6, masterwork cold iron shuriken (7), masterwork cold iron shuriken w/ ghost salt (9), ring of evasion, ring of ki mastery, ring of protection +5, runeward tattoos (all 8), silver knuckles, skeleton key (with CL 7 SL 4 heightened continual flame), smoked goggles*

Equipment Weight 12.5 lbs; **Carrying Capacities** Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs

Mystic Wisdom Can use any ki pool ability to affect all allies in 30 ft. radius of monk, and it uses the normal action it takes to activate that ability. Can also spend one ki to give *evasion, fast movement, high jump, purity of body, or slow fall* to one ally within 30 ft., or 2 ki for 30 ft. radius. Can spend 2 ki to give one ally within 30 ft. *diamond body, diamond soul, or improved evasion. (Only 1 ki with fully charged ring of ki mastery)*

Skill Points (75 total):

Heal: 3

Knowledge (Arcana, Dungeoneering, Nature, Planes, and Religion): 4

Knowledge (Engineering): 15

Knowledge (Local): 2

Knowledge (Geography, History, Nobility): 1

Perception: 15

Profession (Sailor): 9

Sense Motive: 8