

Name: Sunyata the Quick

Profile: Female Maenad Monk Level 5

Alignment: Lawful Neutral

Represented by Daphne

Disciple of the Raging Sea (Maenad)

Every maenad learns to control their emotions, only allowing their inner rage to spill forth in controlled outbursts, but for the disciple of the raging sea, their intense meditations and discipline also allows them to unleash a terrifying rage when needed.

Size: Medium
Height: 5' 8"
Weight: 170 lb
Eyes: Violet
Hair: Silver - worn in a warrior's braid
Skin: Silvery

Strength	14	(+2)
Dexterity	16	(+3)
Constitution	16	(+3)
Intelligence	9	(-1)
Wisdom	14	(+2)
Charisma	9	(-1)

Total Hit Points: 44

Speed: 40 feet [monk]

Armor Class: $17 = 10 + 3 [\text{dexterity}] + 1 [\text{dodge}] + 2 [\text{wisdom}]$

- Touch AC: 17

Flat-footed: 13

Initiative modifier: + 3 = + 3 [dexterity]

Fortitude save: + 7 = 4 [base] + 3 [constitution]

Reflex save: + 7 = 4 [base] + 3 [dexterity]

Will save: + 6 = 4 [base] + 2 [wisdom]

Attack (handheld): + 5 = 3 [base] + 2 [strength]

Flurry of Blows: + 4 / + 4 [includes strength modifier]

Attack (missile): + 6 = 3 [base] + 3 [dexterity]

Combat Maneuver Bonus: + 5 = 3 [base] + 2 [strength]

Combat Maneuver Defense: + 21 = $10 + 3 [\text{base}] + 2 [\text{strength}] + 3 [\text{dexterity}] + 1 [\text{unarmored monk}] + 2 [\text{monk wisdom}]$

Base attack +3

Light load: 58 lb. or less
Medium load: 59-116 lb.
Heavy load: 117-175 lb.
Lift over head: 175 lb.
Lift off ground: 350 lb.
Push or drag: 875 lb.

Languages: Common, Maenad

Unarmed Damage: 1d8 +2 [strength]

Dagger [1d4, crit 19-20/x2, range inc 10 ft., 1 lb., light, piercing]

Heavy Crossbow [1d10, crit 19-20/x2, range inc 120 ft., 8 lb., piercing]

Heavy Flail [1d10, crit 19-20/x2, 10 lb., two-handed, bludgeoning]

Dire Flail [1d8/1d8, crit x2, 10 lb., two-handed, bludgeoning]

Shuriken [1d2, crit x2, range incr 10 ft, 1/2 lb, piercing]

Feats:

Dodge +1 dodge bonus on AC

Extra Ki x2 Gain 2 points for ki pool per feat

Improved Unarmed Strike [free to monk] Always considered armed

Stunning Fist Stun opponent with unarmed strike [free to monks]

Catch Off Guard No penalties for improvised melee weapons

Flurry of Blows +3 / +3

High Jump At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his ki pool as a swift action, a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Purity of Body At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases.

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>	<i>Misc. Modifier</i>
Acrobatics	Dex*	8 =	+3	+ 2	+ 3 [class skill] (+5 [level for jumps])

Appraise	Int	-1 =	-1		
Autohypnosis	Wis	2 =	+2		
Bluff	Cha	-1 =	-1		
Climb	Str*	2 =	+2		
Craft_1	Int	-1 =	-1		
Craft_2	Int	-1 =	-1		
Craft_3	Int	-1 =	-1		
Diplomacy	Cha	-1 =	-1		
Disable Device	Dex	5 =	+3	+ 2	
Disguise	Cha	-1 =	-1		
Escape Artist	Dex*	3 =	+3		
Fly	Dex*	3 =	+3		
Heal	Wis	2 =	+2		
Intimidate	Cha	-1 =	-1		
Perception	Wis	6 =	+2	+ 1	+ 3 [class skill]
Perform_1	Cha	-1 =	-1		
Perform_2	Cha	-1 =	-1		
Perform_3	Cha	-1 =	-1		
Perform_4	Cha	-1 =	-1		
Perform_5	Cha	-1 =	-1		
Ride	Dex*	3 =	+3		
Sense Motive	Wis	7 =	+2	+ 2	+ 3 [class skill]
Stealth	Dex*	10 =	+3	+ 4	+ 3 [class skill]
Survival	Wis	2 =	+2		
Swim	Str**	8 =	+2	+ 1	+ 3 [class skill] + 2 [maenad]

* = check penalty for armor/shield

** = some groups double armor/shield penalties for swimmers

Favored class points: Hit points +4; Skill points +0; Psionic points +0
Adjust weapon attack rolls and armor penalties as required for masterwork / magic equipment.

Maenad

- Natural psionic ability
- Psionic use of Energy Ray; +1 on all spells and powers with the sonic description
- Outburst -- one psi point or rage per round; during this time +2 strength, -2 intelligence, -2 wisdom
- If a barbarian, can be lawful, and get an extrarage round per day
- +2 on swim checks (already added)
- +2 on climb and acrobatics on a ship; +2 if choose profession sailor

Monk

- **Unyielding Anger** - When the disciple of the raging sea uses his racial outburst ability, the bonus to Strength is increased to +4. If the disciple of the raging sea expends his psionic focus when activating his racial outburst ability, this bonus is increased to +6 for the first round of the outburst. **This ability replaces Stunning Fist.**
- **AC and CMD Bonus for Wisdom**
- **AC and CMD Bonus for level +5**
- **Flurry of Blows** -- must use unarmed strike or special monk weapon +3 /+3
- **Unarmed Strike** -- free Improved Unarmed Strike feat, can make unarmed strikes with hands full, lethal or non-lethal, extra damage
- **High Jump** -- At 5th level, a monk adds his level to all [Acrobatics](#) checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his ki pool as a [swift action](#), a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Bonus Feats (levels 1 2 6 10 14 & 18)

- **Evasion** (level 2) -- no damage if saves
- **Eye of the Storm** - Starting at 2nd level, the disciple of the raging sea can choose to gain a rage power in place of one of his monk bonus feats. The disciple of the raging sea must meet any prerequisites of the rage power, and his barbarian level is considered to be his monk level for the purposes of which rage powers he can select. A disciple of the raging sea does not gain the ability to rage, instead, his rage powers activate when he is under the effects of his racial outburst ability. This state of emotional fervor is draining. After a disciple of the raging sea ends his racial outburst ability, he must wait one minute before beginning another outburst. He may spend 2 ki points as a swift action to gain a burst of energy and ignore this resting period.
- **Fast Movement** (level 3)
- **Still Mind** (level 3) -- +2 on saves vs charm
- **Maneuver Training** (level 3) -- may use your monk level instead of attack base for combat maneuvers
- **Raging Ki** - At 4th level, the disciple of the raging sea can spend ki to extend a use of his outburst racial ability as with power points, but one ki point is considered equal to two power points.
- **Ki Strike** (level 4) -- half your monk level plus your wisdom modifier plus any feat bonuses; use these points for extra attacks, extra speed, or extra armor class
- **Slow Fall** (level 4) -- if a wall is near, fall is as if twenty feet less at level 4, improves as levels are gained
- **Purity of Body** (level 5) -- [immune](#) to all diseases including [supernatural](#) diseases
- **Wholeness of Body** (level 7) -- use 2 ki points to heal your monk level of hp
- **Improved Evasion** (level 9) -- half damage if save is failed
- **Diamond Body** (level 11) -- immune to poison
- **Abundant Step** (level 12) -- dimension door
- **Diamond Soul** (level 13) -- spell resistance 10 + monk level
- **Quivering Palm** (level 15)
- **Timeless Body** (level 17) -- no aging penalties
- **Tongue of Sun and Moon** (level 17) -- speak with any living creature

- **Empty Body** (level 19) -- use 3 ki points to turn ethereal
- **Perfect Self** (level 20) -- now an outsider, DR 10/chaotic

Level	Class	HP rolled	
Level 1:	Monk	8	
Level 2:	Monk	8	
Level 3:	Monk	6	
Level 4:	Monk	1	+ 1 to constitution
Level 5	Monk	5	



Sunyata's Equipment:



Draw Your Insignia

30 lb	Weapons / Armor / Shield (from above)
1 lb	Crossbow bolts (quiver of 10) x1
30 lb	Arrows (quiver of 20) x10
10 lb	Throwing daggers x10
2 lb	Backpack
5 lb	Bedroll
	Bottle
5 lb	Crowbar
	Fishhook
	Flint and steel
4 lb	Grappling hook
1 lb	Lamp (common)
1 lb	Oil flasks x1
10 lb	Rope (50', hempen) x1
2 lb	Sacks x3
	Sewing needle
8 lb	Waterskins x2
1 lb	Whetstone
1 lb	Healer kit
1 lb	Thieves' tools
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112 lb	Total