

Preamble

Much has changed with the monk in recent days. Yugi attempted to solve the monk's former DR problem by attacking with a siangham (a *single* siangham), and made up for the loss of increased damage with levels of duelist. Now he uses Snake Style to get the bonus unarmed damage *and* the duelist's precision special.

A starknife is a one-handed piercing weapon (unlike a javelin), so you can throw it and get the duelist's precision damage.

When using Snake Style, it should be pretty easy to use Stunning Fist during an AoO granted by that style, and then to use Medusa's Wrath the following round.

A good magic item: *monk's robe*. Another good one, especially for a drunken master: a *tengu drinking jug*.

The second revision of Yugi was a martial artist, because, I dunno, I didn't want him to be such a goody two shoes. Now that the martial artist loses ki strike (and gets something different that's tied more closely to monk levels), I decided it was time to switch to a different archetype.

Drunken master seems to fit the bill pretty good, you know, a dwarf, weaving around, kinda sauced, but actually using Snake Style? That's classy. Anyway, keep an eye on his alcohol intake, drunken *ki* is nice, but you still don't want to get drunk drunk.

'Yugi' is the name of a certain notable duelist, and 'Invictus' is Latin for 'undefeatable', which I certainly hope is true. I picture a dwarf in a big floppy hat, no beard but a ridiculous twirly mustache, proudly proclaiming himself the 'greatest warrior ever', a la Okami.

Yugi Invictus

Male rock stepper dwarf drunken master monk 8/duelist 5

LG Medium humanoid (dwarf)

Init +6; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 22, touch 22, flat-footed 15 (+4 Dex, +2 Int, +3 Wis, +1 dodge, +2 monk) (+4 vs. giants)

hp 107 (8d8+5d10+34)

Fort +10, **Ref** +15, **Will** +11 (+2 vs. spells and poison)

Special Defenses evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +15/+10/+5 (1d10+6) or unarmed flurry +15/+15/+10/+10/+5 (+1 vs. orcs and goblinoids)

Ranged mwk starknife +15 (1d4+6/x3, range 20) (+1 vs. orcs and goblinoids)

Special Attacks stunning fist (9/day, DC 19), *ki* pool 7 (magic, cold iron, silver), drunken strength 1, parry, riposte

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 16, **Cha** 6

Base Atk +11; **CMB** +17; **CMD** 34

Feats Combat Reflexes, Dodge, Gorgon's Fist, Improved Unarmed Strike, Medusa's Wrath, Mobility, Scorpion Style, Snake Fang, Snake Sidewind, Snake Style, Stunning Fist, Weapon Finesse

Skills Acrobatics +20, Bluff +15, Escape Artist +20, Perception +19, Perform (comedy) +14, Sense Motive +19

Special Qualities maneuver training, slow fall 40 ft., high jump, drunken *ki* (max 3), wholeness of body 8, enhanced mobility, rock stepper

Languages Common, Dwarven, Gnome, Orc

Gear mwk starknife

Traits Fast-Talker, ??? (Honored Fist of the Society?)

Favored Class monk (+8 hit points)

Feat Progression

Level	Feat
monk 1	Dodge, Improved Unarmed Strike, Stunning Fist, Weapon Finesse
monk 2	Combat Reflexes
monk 3	Snake Style
monk 5	Scorpion Style
monk 6	Mobility
monk 7	Snake Sidewind
monk 8/duelist 1	Snake Fang
monk 8/duelist 3	Gorgon's Fist
monk 8/duelist 4	Combat Reflexes (again, ask your GM if you can switch this out for something else)
monk 8/duelist 5	Medusa's Wrath