

## Rizu Tsukino

Player: NPC

**Female Human (Tian-Min) Monk (Hungry Ghost Monk, Monk of the Sacred Mountain) 2 - CR 1**

Lawful Neutral Humanoid (Human); Deity: **Shizuru**; Age: **25**;  
Height: **5' 5"**; Weight: **145lb.**; Eyes: **Violet**; Hair: **Black**; Skin: **Pale**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	16	+3	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	13	+1	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+5 =	+3	+1		+1		
<b>REFLEX</b> (DEXTERITY)	+5 =	+3	+2				
<b>WILL</b> (WISDOM)	+5 =	+3	+2				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 15 = 10			+2		+1			+2

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	13				

CM Bonus	BAB	Strength	Size	Misc
+4 =	+1	+3	-	-

CM Defense	BAB	Strength	Dexterity	Size
18 = 10	+1	+3	+2	-

<b>Hero Points</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>HP</b>	18
--------------------	--	-----------	----

<b>Base Attack</b>	+1	Damage / Current HP	
--------------------	----	---------------------	--

<b>Initiative</b>	+2		
-------------------	----	--	--

<b>Speed</b>	30 ft		
--------------	-------	--	--

**Black powder**

Main hand: **+0**, Crit: N/A  
Both hands: **+0**, Ammo

**Firearm bullet**

Main hand: **+0**, Crit: N/A  
Main w/ offhand: **-6**, Ammo  
Main w/ light off.: **-4**,  
Offhand: **-8**,



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+7	DEX (2)	2	
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+8	STR (3)	2	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+2	DEX (2)	-	
<b>Fly</b>	+2	DEX (2)	-	
<b>Heal</b>	+2	WIS (2)	-	
<b>Intimidate</b>	+0	CHA (0)	-	
<b>Knowledge (nobility)</b>	+7	INT (1)	2	
<b>Knowledge (religion)</b>	+7	INT (1)	2	
<b>Perception</b>	+7	WIS (2)	2	
<b>Ride</b>	+2	DEX (2)	-	
<b>Sense Motive</b>	+7	WIS (2)	2	
<b>Stealth</b>	+6	DEX (2)	1	
<b>Survival</b>	+2	WIS (2)	-	
<b>Swim</b>	+7	STR (3)	1	

### Feats

Combat Reflexes (3 AoO/round)  
Improved Unarmed Strike  
Monk Weapon Proficiencies  
Nimble Moves (5 ft/rd)  
Punishing Kick (Push 5') (2/day) (DC 13)  
Scorpion Style (DC 13)  
Simple Weapon Proficiency - All  
Toughness

## Traits

Child of the Temple (Knowledge [nobility])  
Peg Leg

## Pistol

Ranged: **+3, 1d8** Crit: x4  
Ranged, both hands: **+3, 1d8** Rng: 20'  
Ranged w/ offhand: **-3, 1d8** 1-hand, B/P  
Ranged w/ light off.: **-1, 1d8**  
Ranged offhand: **-7, 1d8**

## Shuriken

Ranged: **+3, 1d2+3** Crit: x2  
Ranged w/ offhand: **-3, 1d2+3** Rng: 10'  
Ranged w/ light off.: **-1, 1d2+3** Light, P, Monk  
Ranged offhand: **-5, 1d2+1**  
Ranged Flurry: **+2/+2, 1d2+3**

## Temple sword

Main hand: **+4, 1d8+3** Crit: 19-20/x2  
Both hands: **+4, 1d8+4** 1-hand, S, Monk, Trip  
Main w/ offhand: **-2, 1d8+3**  
Main w/ light off.: **+0, 1d8+3**  
Offhand: **-6, 1d8+1**  
Flurry: **+3/+3, 1d8+3**

## Unarmed strike

Main hand: **+4, 1d6+3** Crit: x2  
Main w/ offhand: **-2, 1d6+3** Light, B, Nonlethal  
Main w/ light off.: **+0, 1d6+3**  
Offhand: **-4, 1d6+3**  
Flurry: **+3/+3, 1d6+3**

## Gear

**Total Weight Carried: 17.667/230lbs, Light Load**  
**(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Backpack (2 @ 1.5 lbs)	2 lbs
Bandolier (15 @ 1.5 lbs)	-
Bandolier (empty)	-
Belt pouch (empty)	0.5 lbs
Black powder x10	-
Firearm bullet x10	0.0167 lbs
four color tattoo of leaping carp on left shoulder	-
Holy symbol, wooden (Shizuru)	-
Monk's outfit (Free)	-
Peg leg	5 lbs
Pistol	4 lbs
Shuriken x15 <In: Bandolier (15 @ 1.5 lbs)>	0.1 lbs
Soap <In: Backpack (2 @ 1.5 lbs)>	0.5 lbs
Temple sword	3 lbs
Whetstone <In: Backpack (2 @ 1.5 lbs)>	1 lb

## Special Abilities

AC Bonus +2  
Flurry of Blows +0/+0 (Ex)  
Hero Points (1)  
Unarmed Strike (1d6)

## Experience & Wealth

Experience Points: **3/6**  
Current Cash: **You have no money!**

## Tracked Resources

Black powder	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Firearm bullet	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Punishing Kick (Push 5') (2/day) (DC 13)	<input type="checkbox"/> <input type="checkbox"/>
Shuriken	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Minkaian
Draconic	Tien

**Combat Reflexes (3 AoO/round)      Feat**

You can make additional attacks of opportunity.

**Benefit:** You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

**Normal:** A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

**Special:** The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

**Improved Unarmed Strike      Feat**

You are skilled at fighting while unarmed.

**Benefit:** You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

**Normal:** Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

**Nimble Moves (5 ft/rd)      Feat**

You can move across a single obstacle with ease.

**Prerequisites:** Dex 13.

**Benefit:** Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

**Punishing Kick (Push 5') (2/day) (DC 13)      Feat**

Your kicks are so powerful you use them to push or knock back your foes.

**Prerequisites:** Con 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). On a successful hit, the attack deals damage normally and you can choose to push your target 5 feet or attempt to knock them prone. If you decide to push the target, it is moved 5 feet directly away from you. This movement does not provoke attacks of opportunity, and the target must end this move in a safe space it can stand in. If you decide to attempt to knock the target prone, the target receives a Fortitude saving throw with a DC of 10 + 1/2 your character level + your Wisdom modifier to avoid the effect. You may attempt a punishing kick attack once per day for every four levels you have attained (but see Special), and no more than once per round.

**Special:** A hungry ghost monk receives Punishing Kick as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a punishing kick attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

**Appears In:** Advanced Player's Guide

**Scorpion Style (DC 13)      Feat**

You can perform an unarmed strike that greatly hampers your target's movement.

**Prerequisite:** Improved Unarmed Strike.

**Benefit:** To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier.)

**Simple Weapon Proficiency - All      Feat**

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

**Toughness      Feat**

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

**Child of the Temple (Knowledge [nobility])      Trait**

You have long served at a temple in a city, and not only did you pick up on many of the nobility's customs, you spent much time in the temple libraries studying your faith. You gain a +1 trait bonus on Knowledge (nobility and royalty) and Knowledge (religion) checks, and one of these skills (your choice) is always a class skill for you.

**Appears In:** Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

**Peg Leg      Trait**

One of your legs was bitten off below the knee by a shark when you were just a child, and was replaced with a wooden peg leg (Pathfinder Player Companion: Pirates of the Inner Sea 20). You've long since gotten used to your prosthesis, however, and take none of the normal penalties from having a peg leg. You've had to learn to deal with the pain of your injury as well, and you gain a +1 trait bonus on Fortitude saves. Ever since your accident you've hated sharks, and you also gain a +1 trait bonus on damage rolls against sharks and other animals with the aquatic subtype.

Your balance always gets a bit shaky after a few drinks, and last night at the Formidably Maid—a tavern in Port Peril—was no exception. That must be why you fell to the floor as soon as you tried to stand up. What happened next is hazy, but you're pretty sure you were dragged out of the bar and onto a ship at the docks. At least they didn't throw you to the sharks...

**Appears In:** Skull & Shackles

**Hero Points (1)****Unknown**

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

**Act Out of Turn:** You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

**Bonus:** If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

**Extra Action:** You can spend a hero point on your turn to gain an additional standard or move action this turn.

**Inspiration:** If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

**Recall:** You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

**Reroll:** You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

**Special:** You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

**Cheat Death:** A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

**Note:** Hero points gained must be added manually.

**Appears In:** Advanced Player's Guide Hero Points

**AC Bonus +2****Class Ability (Monk)**

When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

**Flurry of Blows +0/+0 (Ex)****Class Ability (Monk)**

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to utilize this ability). For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack.

**Unarmed Strike (1d6)****Class Ability (Monk)**

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table: Monk. The unarmed damage values listed on Table: Monk is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage.