

## Tanushree

Player: Mel MacDonald

Female Human (Tian-Shu) Monk (Flowing Monk, Tetori)

3 - CR 2

Lawful Neutral Humanoid (Human); Deity: **Besmara**; Age: **24**; Height: **5' 1"**; Weight: **125lb.**; Eyes: **Brown**; Hair: **Brown**; Skin: **Tan**

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)	+4	=	+3	+1			
Still Mind: +2 vs. enchantment spells and effects							
<b>REFLEX</b> (DEXTERITY)	+5	=	+3	+2			
Still Mind: +2 vs. enchantment spells and effects							
<b>WILL</b> (WISDOM)	+5	=	+3	+2			
Still Mind: +2 vs. enchantment spells and effects							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 14	=	10	+2					+2

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	12				

CM Bonus	BAB	Strength	Size	Misc
+6	=	+2	+3	-

+8 Grappling

CM Defense	BAB	Strength	Dexterity	Size
19	=	10	+2	+3

22 vs. Grapple

Hero Points	HP
□□□	21

Base Attack	Initiative	Speed
+2	+2	30 ft

### Unarmed strike

Main hand: **+5, 1d6+4+1d4 bleed** Crit: x2  
 Main w/ offhand: **-1, 1d6+4+1d4 bleed** Light, B, Nonlethal

Main w/ light off.: **+1, 1d6+4+1d4 bleed**

Offhand: **-3, 1d6+4+1d4 bleed**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+8	DEX (2)	3	
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+7	STR (3)	1	
<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 (history)</b>	+5	INT (1)	1	
<b>Knowledge (religion)</b>	+5	INT (1)	1	
<b>Perception</b>	+9	WIS (2)	3	
<b>Perform (dance)</b>	+6	CHA (0)	3	
<b>Profession (sailor)</b>	+9	WIS (2)	3	
<b>Ride</b>	+6	DEX (2)	1	
<b>Sense Motive</b>	+6	WIS (2)	1	
<b>Stealth</b>	+8	DEX (2)	3	
<b>Survival</b>	+2	WIS (2)	-	
<b>Swim</b>	+7	STR (3)	1	

### Feats

Belier's Bite  
 Improved Grapple  
 Improved Unarmed Strike  
 Monk Weapon Proficiencies  
 Nimble Moves (5 ft/rd)  
 Stunning Pin

### Traits

Besmara's Blessing (1/week)  
 Quain Martial Artist

### Special Abilities

AC Bonus +2  
 Evasion (Ex)  
 Flowing Dodge (maximum +2) (Ex)  
 Graceful Grappler (Ex)  
 Hero Points (2)  
 Maneuver Training (Ex)  
 Redirection (3/day) (DC 13) (Ex)  
 Unarmed Strike (1d6)  
 Unbalancing Counter (DC 13) (Ex)

## Gear

**Total Weight Carried: 0/230lbs, Light Load**  
**(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Monk's outfit (Free) -  
Potion of hide from animals -  
Potion of hide from undead -  
Potion of magic fang -

## Buildings and Organizations

### Buildings

-----

### Organizations

## Tracked Resources

Besmara's Blessing (1/week)   
Potion of hide from animals   
Potion of hide from undead   
Potion of magic fang   
Redirection (3/day) (DC 13) (Ex)

## Languages

Common                      Vudrani  
Tien

## Situational Modifiers

All Saves

**Still Mind:** +2 vs. enchantment spells and effects

## Background

Tanushree was born aboard the Tian (asian) merchant vessel, the Pulamavi, on which her Tian-Shu (Chinese) mother and Vudrani (Indian) father served.

Most of her life was spent aboard the vessel, and in ports along the way. From life with the others on the Pulamavi, she learnt general skills and habits to do well on a ship, including wrestling and how to draw blood quickly in a fist-fight.

Eventually, Tanushree decided to head off on her own, said goodbye to her mom and dad, and in the City of Oppara (Florence) joined the crew of The Golden Lionness. Her travels continued around the world, until she found herself in the Shackle Islands off of Mwangi (pirate islands off the coast of Africa), where she ended up staying for the past two years, sometimes working as a pilot.

When one low-life bard propositioned her and recieved a bloody nose, he smiled, introduced himself as Tylar, and invited her to "fight club." She joined.

## Experience & Wealth

Experience Points: 6/9

Current Cash: **You have no money!**

## Tanushree – Abilities & Gear

### Belier's Bite Feat

Your unarmed strikes cause your opponent to bleed.

**Prerequisites:** Improved Unarmed Strike.

**Benefit:** When you damage an opponent with an unarmed strike, you deal an extra 1d4 bleed damage.

**Special:** This ability does not stack with other special abilities, attacks, or items that allow you to deal bleed damage.

The belier devil appears in Pathfinder Adventure Path volume #12.

**Appears In:** Cheliax, Empire of Devils

### Improved Grapple Feat

You are skilled at grappling opponents.

**Prerequisite:** Dex 13, Improved Unarmed Strike.

**Benefit:** You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

**Normal:** You provoke an attack of opportunity when performing a grapple combat maneuver.

### 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.

### Stunning Pin Feat

You can render a pinned foe temporarily incapacitated.

**Prerequisites:** Improved Grapple, Improved Unarmed Strike, Stunning Fist.

**Benefit:** Whenever you pin an opponent, you can spend a swift action to make a Stunning Fist attempt against that opponent.

**Appears In:** Ultimate Combat

### Besmara's Blessing (1/week) Trait

You were born aboard a ship at sea or down by the docks in a port city on an auspicious day. Old salts and sea dogs nod knowingly and say that Besmara the Pirate Queen, goddess of piracy, sea monsters, and strife, has marked you for a greater destiny. You don't know anything about that, but you've always felt more at home on the sea than on land, and your keen eyes can easily pick out a sail on the distant horizon. You gain a +1 trait bonus on Perception and Profession (sailor) checks. In addition, once per week you can reroll a Profession (sailor) check and take the higher result (you must announce that you are using this ability before the results of the check are known).

You came to a tavern in Port Peril called the Formidably Maid in search of your fate. You're not sure how many drinks you had, but they quickly went to your head and you passed out on the table before you found your destiny—unless it lay in the bottom of a bottle. Then again, maybe you found your destiny after all...

**Appears In:** Skull & Shackles

### Quain Martial Artist Trait

Having grown up in Quain, you were taught under various schools of martial arts, and have used all you have learned to hone your fighting prowess. You gain a +1 trait bonus on damage rolls when using unarmed strikes.

**Appears In:** Dragon Empires Primer

## Tanushree – Abilities & Gear

### Hero Points (2)

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

### Unknown

### AC Bonus +2

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.

### Evasion (Ex)

### Class Ability (Monk)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

### Flowing Dodge (maximum +2) (Ex) Class Ability (Monk)

At 3rd level, a flowing monk gains a +1 dodge bonus to AC for each enemy adjacent to him, up to a maximum bonus equal to his Wisdom modifier (minimum 1). This ability replaces fast movement.

**Appears In:** Ultimate Combat

### Graceful Grappler (Ex)

### Class Ability (Monk)

A teteri uses his monk level in place of his base attack bonus to determine CMB and CMD for grappling. At 4th level, he suffers no penalties on attack rolls, can make attacks of opportunity while grappling, and retains his Dexterity bonus to AC when pinning an opponent or when grappled. At 8th level, a teteri gains the grab special attack when using unarmed strikes (*Pathfinder RPG Bestiary* 301), and can use this ability against creatures his own size or smaller by spending 1 point from his *ki* pool, or against larger creatures by spending 2 points from his *ki* pool. At 15th level, a teteri gains the constrict special attack (*Bestiary* 298), inflicting his unarmed strike damage on any successful grapple check. This ability replaces flurry of blows.

**Appears In:** Ultimate Combat

### Maneuver Training (Ex)

### Class Ability (Monk)

For the purpose of calculating CMB, you add your full monk levels, rather than 3/4 of your monk levels.

### Redirection (3/day) (DC 13) (Ex) Class Ability (Monk)

At 1st level, as an immediate action, a flowing monk can attempt a reposition or trip combat maneuver against a creature that the flowing monk threatens and that attacks him. If the combat maneuver is successful, the attacker is sickened for 1 round (Reflex DC = 10 + 1/2 the monk's level + monk's Wisdom modifier to halve the duration), plus 1 additional round at 4th level and for every four levels afterward (to a maximum of 6 rounds at 20th level). The monk gains a +2 bonus on the reposition or trip combat maneuver check and the save DC for redirection increases by 2 if the attacker is using Power Attack or is charging when attacking him. The benefit increases to a +4 bonus and an increase of the saving throw by 4 if both apply.

At 4th level, a flowing monk can use redirection against an opponent that the flowing monk threatens and that attacks an ally with a melee attack. At 8th level, a flowing monk can make both a reposition and a trip maneuver as part of a single immediate action with this ability. At 12th level, a flowing monk can use redirection against any opponent that attacks him in melee, even if the flowing monk is not threatening the opponent who attacks him. A flowing monk can use this ability once per day per monk level, but no more than once per round. This ability replaces stunning fist.

**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.

**Unbalancing Counter (DC 13) (Ex) Class Ability (Monk)**

At 2nd level, a flowing monk's attacks of opportunity render a struck creature flat-footed until the end of the flowing monk's next turn (Reflex DC 10 + 1/2 the monk's level + Wisdom modifier negates). This ability replaces the bonus feat gained at 2nd level.

**Appears In:** Ultimate Combat