

## Aliah No



### Female half-orc monk 1 - CR 1/2

Lawful Neutral Humanoid (Human, Orc); Age: 18; Height: 5' 10"; Weight: 201 lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	15	+2	
<b>DEX</b> DEXTERITY	15	+2	
<b>CON</b> CONSTITUTION	11	0	
<b>INT</b> INTELLIGENCE	13	+1	
<b>WIS</b> WISDOM	13	+1	
<b>CHA</b> CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+2 =	+2					
<b>REFLEX</b> (DEXTERITY)	+4 =	+2	+2				
<b>WILL</b> (WISDOM)	+3 =	+2	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 14 =			+2				+1	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	11				

CM Bonus	BAB	Strength	Dexterity	Size
+2 =	-	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size
17 = 10	-	+2	+2	-

Base Attack	HP
+0	8

Initiative	Speed	Damage / Current HP
+2	30 ft	

### Bite (Razortusk)

Main hand: -3, 1d4+1 Crit: x2  
Light, B/P/S

### Unarmed strike

Main hand: +2, 1d6+2 Crit: x2  
Flurry: +1/+1, 1d6+2 Light, B

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+7	DEX (2)	1	
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+1	CHA (1)	-	
<b>Climb</b>	+6	STR (2)	1	
<b>Diplomacy</b>	+1	CHA (1)	-	
<b>Disguise</b>	+1	CHA (1)	-	
<b>Escape Artist</b>	+6	DEX (2)	1	
<b>Fly</b>	+2	DEX (2)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+3	CHA (1)	-	
<b>Perception</b>	+5	WIS (1)	1	
<b>Ride</b>	+2	DEX (2)	-	
<b>Sense Motive</b>	+5	WIS (1)	1	
<b>Stealth</b>	+6	DEX (2)	1	
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+2	STR (2)	-	

### Feats

Dodge  
Improved Unarmed Strike  
Monk Weapon Proficiencies  
Razortusk  
Stunning Fist (1/day, DC 11)

### Traits

Noble Born - Orlovsky (Acrobatics)

### Special Abilities

Darkvision (60 feet)  
Flurry of Blows -1/-1 (Ex)  
Orc Blood  
Orc Ferocity (1/day)  
Stunning Fist (Ex)  
Unarmed Strike (1d6)

## Gear

**Total Weight Carried: 33.5/200 lbs, Light Load**  
**(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt pouch (empty)	0.5 lbs
Blanket	1 lb
Money	0.54 lbs
Rope	10 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

## Tracked Resources

Orc Ferocity (1/day)	<input type="checkbox"/>
Stunning Fist (1/day, DC 11)	<input type="checkbox"/>
Torch	<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"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Orc
Goblin	

## Sourcebooks Used

- **Advanced Player's Guide** - Razortusk (feat)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Kingmaker** - Noble Born - Orlovsky (trait)

## Experience & Wealth

Experience Points: **0/2,000**

Current Cash: **27 gp**

## Aliah No – Abilities & Gear

### Dodge Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### 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.

### Razortusk Feat

Your powerful jaws and steely teeth are deadly enough to give you a bite attack.

**Prerequisite:** Half-orc.

**Benefit:** You can make a bite attack for 1d4 points of damage, plus your Strength modifier. You're considered proficient in this attack and can apply feats or effects appropriate to natural attacks to it. If used as part of a full attack action, the bite is considered a secondary attack and is made at your full base attack bonus –5, and adds half your Strength modifier to damage.

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

### Stunning Fist (1/day, DC 11) Feat

You know just where to strike to temporarily stun a foe.

**Prerequisites:** Dex 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). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

**Special:** A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning 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.

### Noble Born - Orlovsky (Acrobatics) Trait

You claim a tangential but legitimate connection to one of Brevoy's noble families. If you aren't human, you were likely adopted by one of Brevoy's nobles or were instead a favored servant or even a childhood friend of a noble scion. Whatever the cause, you've had a comfortable life, but one far from the dignity and decadence your distant cousins know. Although you are associated with an esteemed name, your immediate family is hardly well to do, and you've found your name to be more of a burden to you than a boon in many social situations. You've recently decided to test yourself, to see if you can face the world without the aegis of a name you have little real claim or care for. An expedition into the storied Stolen Lands seems like just the test to see if you really are worth the title "noble." Choose one of the following noble families and associated benefits.

**Orlovsky:** Your family has a reputation for avoiding conflicts. You gain a +1 trait bonus on your CMD. In addition, choose Acrobatics, Diplomacy, or Stealth—you gain a +1 trait bonus on this skill. Your family motto is "High Above."

**Appears In:** Kingmaker

### Darkvision (60 feet) Racial Ability, Senses (Half-Orc)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

### Orc Blood Racial Ability (Half-Orc)

Half-orcs count as both humans and orcs for any effect related to race.

### Orc Ferocity (1/day) Racial Ability (Half-Orc)

Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to 1 or more hit points, he immediately falls unconscious and begins dying.

### Unarmed Strike (1d6) Unknown

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

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.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1–2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.

**Flurry of Blows -1/-1 (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.

**Stunning Fist (Ex) Class Ability (Monk)**

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, the monk can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

**Title - Aliah No (Adventure Journal)**

**Date (game world):** 0000/00/00; **Date (real world):** 2019/03/03

**XP Reward:** 0 XP; **Net Cash:**

- no notes -