

Kun'Po

Novice Male Dwarf, Vent Fetide

Player: Fredo

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Attributes

Agility:	4	6	8	10	12
Smarts:	4	6	8	10	12
Spirit:	4	6	8	10	12
Strength:	4	6	8	10	12
Vigor:	4	6	8	10	12

	4	6	8	10	12	
(Unskilled):	4	6	8	10	12	-2
Athletics:	4	6	8	10	12	
Common						
Knowledge:	4	6	8	10	12	
Fighting:	4	6	8	10	12	
Intimidation:	4	6	8	10	12	
Notice:	4	6	8	10	12	
Persuasion:	4	6	8	10	12	
Shooting:	4	6	8	10	12	
Stealth:	4	6	8	10	12	
Survival:	4	6	8	10	12	
Taunt:	4	6	8	10	12	

Derived		
Pace	Parry	Toughness
5	6	9

9

Armor

(Unarmored) 0

Toughness: 9

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Gear	
Backpack	7
└ Adventurer's Kit (p107)	10
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Wealth: 88gp	0

0

Damage

-1	-2	INC	-3	-2	-1
Fatigue			Wounds		

Wounds

Hindrances

Code of Honor (major)
The character keeps his word, doesn't abuse or kill prisoners, and treat others with due respect. / Pathfinder p26

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Enemy (minor, Une prostituée de Port-Peril)
Might be a lone warrior out for vengeance or a betrayed brotherhood that appears rarely. / Pathfinder p27

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Poverty (minor)
Half starting funds and halves the total funds every game week. / Pathfinder p30

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Edges

Brawler
Toughness +1, add d4 to unarmed damage or increase it a step if combined with Martial Artist, Claws, etc. / Pathfinder p71

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Monk
For the truly exemplary, martial prowess transcends the battlefield—it is a lifestyle, a doctrine, a state of mind. / Pathfinder p56

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Advances

Novice

- 1 Edge: Brawler

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Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str+d6	Melee	2	-	-	0	Innate Attack
6x hachettes de jet	Str+d4	3/6/12	0	1	-	1	

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Special Abilities

Languages

Common and Dwarven. / Pathfinder

Darkvision

Dwarves ignore penalties for Illumination up to 10" (20 yards). / Pathfinder

Iron Constitution

Dwarves add +1 when resisting poison and powers or abilities that state they work like a power. / Pathfinder

Reduced Pace

Decrease Pace by 1 and the running die by one die type. / Pathfinder

Stonecunning

Free Notice roll at +2 within 10 feet of unusual stonework such as traps and hidden doors and a raise tells them how to trigger the trap or open the door. / Pathfinder

Tough

D6 in Vigor and a maximum Vigor of d12+1. Strength is one die type higher when determining Encumbrance and Minimum Strength to use armor and equipment (but not weapons). / Pathfinder

Martial Discipline

+1 Toughness if wearing no armor.

Stunning Fist

When a monk hits a target with an Unarmed Strike and scores a raise, he may make the foe Distracted or Vulnerable. This occurs even if the victim takes no damage or Soaks it

Unarmed Strike

Gain +1 to Fighting attacks when attacking unarmed and AP +2. They cause Str+d4 damage with their hands, feet, or other Natural Weapons. Always counted as Armed and on a raise rolls a d10 for bonus damage.

Languages Known

Native, Infernal, Sylvan, Dwarven

Background

Kun'Po vient du katapesh, ou son nom veut dire Vent Fetide du desert profond... Sa famille de marchand nomade a vu sa naissance comme un mauvais signe du Destin, car sa mere est decedée pendant l'accouchement, que le bebe etait tres petit et qu'il n'a pas pleuré. Il a alors été rendu au desert par sa famille, mais Ti'lu lou un voyageur nain étranger qui accompagnait les nomades depuis longtemps, l'a pris en charge et en a fait son fils spirituel. Il lui a appris les bases du combat sans armes. Ti'lu lou etait en mission avec Kun'Po sur Port-peril quand il a mysterieusement disparu... Depuis 3 semaines, Kun'Po est a sa recherche, mais avec ses faibles moyens, il n'a toujours aucune information sur ce qu'a pu devenir son maitre...