

Shingo Tarantino

goes_to_11 (Eric)

Lawful Neutral



NAME: goes_to_11 (Eric) | ALIGNMENT: Lawful Neutral
 CLASS: Mnk12 | EXPERIENCE: 66435 | RACE: Half-orc | SIZE: Medium | HEIGHT: 6' 4" | WEIGHT: 255 lbs.
 VISION: Darkvision (60'), Normal
 Character Level: 12 | NEXT LEVEL: 78000 | AGE: 22 | GENDER: Male | EYES: Red | HAIR: Black, Long with topknot | POINTS: 0

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|----------------------------|------------|----------|---------------|-------------|------------|----------|
| STR Strength | 18 | +5 | 20 | +5 | 20 | +5 |
| DEX Dexterity | 18 | +5 | 20 | +5 | 20 | +5 |
| CON Constitution | 16 | +3 | 16 | +3 | 16 | +3 |
| INT Intelligence | 12 | +0 | 10 | +0 | 10 | +0 |
| WIS Wisdom | 14 | +2 | 14 | +2 | 14 | +2 |
| CHA Charisma | 10 | -1 | 8 | -1 | 8 | -1 |

| HP | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | SPEED |
|-----|-------------------|----------------|------------------|----------|
| 103 | | | | Walk 70' |

| AC | INITIATIVE | BASE ATTACK |
|----|------------|-------------|
| 23 | +9 | +9/+4 |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
|------------------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| FORTITUDE (constitution) | +13 | +8 | +3 | +0 | +2 | +0 | | |
| REFLEX (dexterity) | +13 | +8 | +5 | +0 | +0 | +0 | | |
| WILLPOWER (wisdom) | +10 | +8 | +2 | +0 | +0 | +0 | | |

| MELEE | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|----------------|--------|-------------------|------|------|------|------|------|
| +14/+9 | +9/+4 | +5 | +0 | +0 | +0 | | |
| RANGED | +14/+9 | +9/+4 | +5 | +0 | +0 | +0 | |
| GRAPPLE | +9/+4 | +9/+4 | 0 | +0 | +0 | +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|----------|----------|
| +15/+10 | 2d8+5 | 19-20/x2 | |

| *Flurry of Blows | CURRENT HAND | TYPE | SIZE | CRITICAL |
|------------------|--------------|------|------|----------|
| +15/+15/+15/+10 | Equipped | B | M | 19-20/x2 |

| Kama (Masterwork) | CURRENT HAND | TYPE | SIZE | CRITICAL |
|-------------------|--------------|-------|--------|----------|
| | Carried | S | M | 20/x2 |
| 1H-P | To Hit | Dam | To Hit | Dam |
| | +15/+10 | 1d6+5 | +9/+4 | 1d6+5 |
| 1H-O | +11/+6 | 1d6+2 | +11/+6 | 1d6+5 |
| 2H | +15/+10 | 1d6+5 | +7 | 1d6+2 |

| Nunchaku | CURRENT HAND | TYPE | SIZE | CRITICAL |
|----------|--------------|-------|--------|----------|
| | Carried | B | M | 20/x2 |
| 1H-P | To Hit | Dam | To Hit | Dam |
| | +14/+9 | 1d6+5 | +8/+3 | 1d6+5 |
| 1H-O | +10/+5 | 1d6+2 | +10/+5 | 1d6+5 |
| 2H | +14/+9 | 1d6+5 | +6 | 1d6+2 |

| Quarterstaff (Darkwood) | CURRENT HAND | TYPE | SIZE | CRITICAL |
|-------------------------|--------------|------|------|----------|
| | Carried | B/B | M | 20/x2 |
| TOTAL ATTACK BONUS | DAMAGE | | | |
| +15/+10 | 1d6+7 | | | |

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|---------------------|------|----|--------|-------|---------------|
| *Bracers of Armor | | +2 | +0 | 0 | |
| *Ring of Protection | | +1 | +0 | 0 | |

| STUNNING FIST |
|---|
| Uses per day: <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"/> |

| WHOLENESS OF BODY |
|--|
| HP per day: <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | RANKS | MISC MODIFIER |
|----------------------|-------------|----------------|------------------|-----------|-------|---------------|
| ✓ Appraise | INT | 0 | = 0 | + + | | |
| ✓ Balance | DEX | 11 | = 5 | + 4.0 | + 2 | |
| ✓ Bluff | CHA | -1 | = -1 | + + | | |
| ✓ Climb | STR | 7 | = 5 | + 2.0 | + + | |
| ✓ Concentration | CON | 3 | = 3 | + + | | |
| ✓ Craft (Untrained) | INT | 0 | = 0 | + + | | |
| ✓ Diplomacy | CHA | -1 | = -1 | + + | | |
| ✓ Disguise | CHA | -1 | = -1 | + + | | |
| ✓ Escape Artist | DEX | 5 | = 5 | + + | | |
| ✓ Forgery | INT | 0 | = 0 | + + | | |
| ✓ Gather Information | CHA | -1 | = -1 | + + | | |
| ✓ Heal | WIS | 5 | = 2 | + 3.0 | + + | |
| ✓ Hide | DEX | 5 | = 5 | + + | | |
| ✓ Intimidate | CHA | -1 | = -1 | + + | | |
| ✓ Jump | STR | 17 | = 5 | + 10.0 | + 2 | |
| ✓ Listen | WIS | 13 | = 2 | + 11.0 | + + | |
| ✓ Move Silently | DEX | 12 | = 5 | + 7.0 | + + | |
| ✓ Ride | DEX | 0 | = 5 | + + | -5 | |
| ✓ Search | INT | 0 | = 0 | + + | | |
| ✓ Sense Motive | WIS | 2 | = 2 | + + | | |
| ✓ Spot | WIS | 13 | = 2 | + 11.0 | + + | |
| ✓ Survival | WIS | 2 | = 2 | + + | | |
| ✓ Swim | STR | 5 | = 5 | + + | | |
| ✓ Tumble | DEX | 16 | = 5 | + 9.0 | + 2 | |
| ✓ Use Rope | DEX | 5 | = 5 | + + | | |

✓ : can be used untrained. X : exclusive skills

| Shuriken | | CURRENT HAND | | TYPE | SIZE | CRITICAL |
|--------------------|--------|--------------|--------|-------|-------|----------|
| | | Carried | P | | | |
| To Hit | 10' | 20' | 30' | 40' | 50' | |
| | +14/+9 | +12/+7 | +10/+5 | +8/+3 | +6/+1 | |
| Dam | 1d2+5 | 1d2+5 | 1d2+5 | 1d2+5 | 1d2+5 | |
| Special Properties | | | | | | |

| EQUIPMENT | | | | |
|---|-----|------------------|--------------------|--|
| Name | Qty | Weight | Cost | |
| Gloves of Dexterity +2 | 1 | 0.0 | 4000.0 | |
| Backpack [33.5 lbs.] | 1 | 2.0 | 2.0 | |
| Antitoxin (Vial) | 1 | 0.0 | 50.0 | |
| <input type="checkbox"/> | | | | |
| Bedroll | 1 | 5.0 | 0.1 | |
| Climber's Kit | 1 | 5.0 | 80.0 | |
| Flint and Steel | 1 | 0.0 | 1.0 | |
| Healer's Kit | 1 | 1.0 | 50.0 | |
| Kama (Masterwork) | 2 | 2.0(4.0) | 302.0(604.0) | |
| Meals (Common/Per Day) | 1 | 0.0 | 0.3 | |
| <input type="checkbox"/> | | | | |
| Nunchaku | 2 | 2.0(4.0) | 2.0(4.0) | |
| Potion of Cure Light Wounds | 1 | 0.0 | 50.0 | |
| <input type="checkbox"/> | | | | |
| Potion of Invisibility | 1 | 0.0 | 300.0 | |
| <input type="checkbox"/> | | | | |
| Potion of Pass without Trace | 1 | 0.0 | 50.0 | |
| <input type="checkbox"/> | | | | |
| Pouch (Belt) [0.0 lbs.] | 4 | 0.5(2.0) | 1.0(4.0) | |
| Sack [0.0 lbs.] | 3 | 0.5(1.5) | 0.1(0.3) | |
| Torch | 1 | 1.0 | 0.01 | |
| Universal Solvent | 1 | 0.0 | 50.0 | |
| <input type="checkbox"/> | | | | |
| Waterskin [0.0 lbs.] | 1 | 4.0 | 1.0 | |
| Wine (Common/Pitcher) | 1 | 6.0 | 0.2 | |
| <input type="checkbox"/> | | | | |
| Belt, Monk's | 1 | 1.0 | 13000.0 | |
| Bracers of Armor +2 | 1 | 1.0 | 4000.0 | |
| Flurry of Blows | 1 | 0.0 | 0.0 | |
| Monk's Outfit | 1 | 2.0 | 5.0 | |
| Quarterstaff (Darkwood) | 1 | 2.0 | 340.0 | |
| <small>10hp/inch and 5 hardness</small> | | | | |
| Ring of Protection +1 | 1 | 0.0 | 2000.0 | |
| Shuriken | 80 | 0.1(8.0) | 0.2(16.0) | |
| TOTAL WEIGHT CARRIED/VALUE | | 47.5 lbs. | 24607.91 gp | |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-------|-----------------|-------|-------------|--------|
| Light | 133.0 | Medium | 266.0 | Heavy | 400.0 |
| Lift over head | 400.0 | Lift off ground | 800.0 | Push / Drag | 2000.0 |

| SPECIAL ABILITIES |
|-------------------------------------|
| Abundant Step (Su) |
| Diamond Body (Su) |
| Flurry of Blows (Ex) |
| Improved Evasion (Ex) |
| Ki Strike (Magic and Lawful) |
| Orc Blood |
| Purity of Body (Ex) |
| Slow Fall (60) |
| Still Mind (Ex) |
| Stunning Fist attack 13/day (DC 18) |
| Wholeness of Body (Su) 24 hp/day |

| FEATS | |
|------------------------------------|---|
| Great Fortitude | You get a +2 bonus on all Fortitude saving throws. |
| Improved Critical (Unarmed Strike) | When using the weapon you selected, your threat range is doubled. |
| Improved Initiative | You get a +4 bonus on initiative checks. |
| Power Attack | On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. |
| Weapon Focus (Unarmed Strike) | You gain a +1 bonus on all attack rolls you make using the selected weapon. |
| Improved Unarmed Strike | You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option. |
| Combat Reflexes | You may make a number of additional attacks of opportunity equal to your Dexterity bonus. |
| Improved Disarm | You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent. |
| Improved Trip | You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed and gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent. |
| Stunning Fist | You may stun an opponent with a carefully placed unarmed attack. |

| PROFICIENCIES |
|--|
| Club, Crossbow (Heavy), Crossbow (Light), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling, Unarmed Strike |

| LANGUAGES |
|-------------|
| Common, Orc |

Shingo Tarantino



Half-orc

RACE

22

AGE

Male

GENDER

Darkvision (60'), Normal

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 4"

HEIGHT

WEIGHT

Red

EYE COLOUR

Dark

SKIN COLOUR

Black, Long with topknot

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Shingo Tarantino is quite fearsome looking, freaking damn big and ugly in fact. He clearly takes after his vile orc father more than his poor mother. However, he doesn't quite fit the brutish stereotype. First of all, there's the effortless way he moves with quickness and agility. Some even suggest quietly that he may have inherited some tiger blood somehow, but that just doesn't seem genetically possible. Also, he seems to radiate a surprising aura of inner peace and contentment although one gets the distinct impression that this is a bad mutha...shut your mouth! Thanks to his years of training, Shingo rarely shows anger or any other emotion at all. However, people just can't seem to stop challenging him anyway. So he gets into a lot of fights to stay in shape and keep his reflexes sharp. He tends to be a quiet loner, but can get along with others who treat him with respect. When he does communicate verbally, it often takes the form of short and cryptic bits of "wisdom". Unfortunately, his Master was rather senile and Shingo isn't terribly bright, so the non-physical lessons were mostly lost in translation.

Biography:

Not surprisingly, young Shingo got off to a very rough start in life. As a nasty half-breed whose large and brutish appearance clearly echoes his long dead orcish father, he didn't exactly fit in with the other kids in school. In fact, most of the townspeople greeted him with curses and blows when they could catch him. Even as a child, he was unnaturally strong and quick, so he managed to survive the frequent abuse and even dish out some of his own. After exacting bloody revenge on a group of bullies who didn't know when to quit, Shingo wisely skipped town. He walked the earth for a while, meeting people and getting into adventures. Along the way, he encountered a group of orcs and discovered that they didn't like him much either. Finally, he met the man who would put him on the path to understanding the universe. Master Pei Wei was a wizened yet powerful monk, who also happened to be blind. Following a few painful trials to test young Shingo's potential, the Master agreed to teach him the ancient Shaolin ways. After years of arduous training, the old Master finally died. However, Shingo was ready to venture out into the world again. He had learned to find harmony in nature, understand the mysteries of yin and yang, channel his emotions, chop with one hand, listen to the flower people, and generally beat the living crap of those who dared to disturb his inner ki, or whatever. Now Shingo is seeking exciting new adventures to bring him closer to ultimate enlightenment. He has heard wild tales about a certain huge dungeon that might provide suitable challenges...