

Seppun Ozawa

Male human monk (maneuver master) 9 - CR 8

Lawful Neutral Humanoid (Human); Age: 21; Height: 6' 3"; Weight: 175 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	18/20	+4/+5	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	13	+1	
WIS WISDOM	18	+4	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+6	+1			
REFLEX (DEXTERITY)	+9	=	+6	+2		+1	
WILL (WISDOM)	+12	=	+6	+4		+2	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	21	=	+1		+2		+1	+1	+2

Touch AC	19	Flat-Footed AC	19	
		BAB	Strength	Size Misc

CM Bonus	+14	=	+6	+5	-	-
+16 Grappling; +18 Tripping						

CM Defense	30	=	10	+6	+5	+2	-
32 vs. Grapple; 32 vs. Trip							

Hero Points	□□□	HP	66
--------------------	-----	-----------	----

Base Attack	+6	Damage / Current HP
--------------------	----	---------------------

Initiative	+2
-------------------	----

Speed	30 / 60 ft
--------------	------------

+1 darkwood spear

Both hands: **+12/+7, 1d8+8** Crit: x3
Rng: 20'
Ranged, both hands: **+9, 1d8+6** 2-hand, P, Brace

Darkwood light crossbow

Ranged: **+7, 1d8** Crit: 19-20/x2
Rng: 80'
Ranged, both hands: **+9, 1d8** 2-hand, P

Unarmed strike

Main hand: **+11/+6, 1d10+5** Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+14	DEX (2)	9	
Speed greater/less than 30 ft. : +21 to jump				
Appraise	+1	INT (1)	-	
Bluff	-2	CHA (-2)	-	
Climb	+17	STR (5)	9	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+6	DEX (2)	1	
Fly	+2	DEX (2)	-	
Heal	+12	WIS (4)	6	
Intimidate	-2	CHA (-2)	-	
Knowledge (religion)	+5	INT (1)	1	
Perception	+16	WIS (4)	9	
Spyglass: only -1/20' while using a spyglass, instead of -1/10'				
Ride	+6	DEX (2)	1	
Sense Motive	+17	WIS (4)	9	
Stealth	+11	DEX (2)	6	
Survival	+4	WIS (4)	-	
Swim	+11	STR (5)	3	

Activated Abilities & Adjustments

Feats Allowed: +1
Mantis Style

Feats

Ability Focus (Stunning Fist [10/day, DC 22])
Combat Reflexes (3 AoO/round)
Greater Trip
Improved Grapple
Improved Trip
Improved Unarmed Strike
Iron Will
Jawbreaker
Mantis Style
Mantis Wisdom (+0)
Monk Weapon Proficiencies
Step Up
Stunning Fist (10/day, DC 22)

Traits

Deft Dodger
Sacred Touch

Special Abilities

Fast Movement (+30 ft.)
Flurry of Maneuvers (2 maneuvers, -2/-5) (Ex)
Hero Points
High Jump (+9/+29 with ki point) (Ex)
Improved Evasion (Ex)
Ki Defense +4 (Su)
Ki Pool (8/day) (Su)
Ki Speed (Su)
Ki Strike, Cold Iron/Silver (Su)
Ki Strike, Magic (Su)

Gear

**Total Weight Carried: 59.5/460 lbs, Light Load
(Light: 153 lbs, Medium: 306 lbs, Heavy: 460 lbs)**

+1 darkwood spear	3 lbs
Amulet of natural armor +1	-
Antiplague x3 <In: Belt pouch (10 @ 16 lbs)>	-
Antitoxin x3 <In: Belt pouch (10 @ 16 lbs)>	-
Backpack, masterwork (28 @ 24 lbs)	4 lbs
Bedroll <In: Backpack, masterwork (28 @ 24 lbs)>	5 lbs
Belt of giant strength +2	1 lb
Belt pouch (10 @ 16 lbs)	0.5 lbs
Blanket <In: Backpack, masterwork (28 @ 24 lbs)>	1 lb
Bracers of armor +1	1 lb
Crossbow bolts x20 <In: Darkwood light crossbow>	0.1 lbs
Daredevil boots (10 rounds/day)	1 lb
Darkwood light crossbow	2 lbs
Flint and steel <In: Backpack, masterwork (28 @ 24 lbs)>	-
Grappling bolt <In: Backpack, masterwork (28 @ 24 @	0.5 lbs
Healer's kit <In: Backpack, masterwork (28 @ 24 lbs)>	1 lb
Hooded lantern <In: Backpack, masterwork (28 @ 24	2 lbs
Mirror <In: Backpack, masterwork (28 @ 24 lbs)>	0.5 lbs
Money <In: Dropped to ground (2 @ 57.64 lbs)>	57.14 lbs
Monk's outfit (Free)	-
Oil x5 <In: Backpack, masterwork (28 @ 24 lbs)>	1 lb
Oil of magic weapon x3	-
Paper x10 <In: Backpack, masterwork (28 @ 24 lbs)>	-
Potion of barkskin +3	-
Potion of barkskin +5	-
Potion of blur	-
Potion of cure light wounds	-
Potion of cure moderate wounds x3	-
Potion of cure serious wounds x5	-
Potion of mage armor x10	-
Potion of magic fang	-
Potion of shield of faith +4	-
Potion of water walk	-
Ring of protection +1	-
Snappleaf	-
Soap <In: Dropped to ground (2 @ 57.64 lbs)>	0.5 lbs
Spider's silk rope <In: Backpack, masterwork (28 @	4 lbs
Spyglass	1 lb
Tanglefoot bag x4 <In: Belt pouch (10 @ 16 lbs)>	4 lbs
Trail rations x5 <In: Backpack, masterwork (28 @ 24	1 lb
Waterskin	4 lbs

Special Abilities

Maneuver Defense (Ex)
 Maneuver Training (Ex)
 Meditative Maneuver +4 (Trip) (Ex)
 Reliable Maneuver (Ex)
 Stunning Fist (Stun, Fatigue, Sicken) (Ex)
 Unarmed Strike (1d10)
 Wholeness of Body (9 hit points) (Su)

Tracked Resources

[illegible]

Experience & Wealth

Experience Points: **75560**/105,000
Current Cash: **69 pp, 2,783 gp, 5 sp**

Tracked Resources

Daredevil boots (10 rounds/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"/>
Healer's kit	<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"/>
Ki Pool (8/day) (Su)	<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"/>
Oil of magic weapon		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of barkskin +3		<input type="checkbox"/>
Potion of barkskin +5		<input type="checkbox"/>
Potion of blur		<input type="checkbox"/>
Potion of cure light wounds		<input type="checkbox"/>
Potion of cure moderate wounds		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure serious wounds		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of mage armor	<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"/>
Potion of magic fang		<input type="checkbox"/>
Potion of shield of faith +4		<input type="checkbox"/>
Potion of water walk		<input type="checkbox"/>
Snapleaf		<input type="checkbox"/>
Stunning Fist (10/day, DC 22)	<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"/>
Tanglefoot bag		<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

High Rokugan

Background

Honor 4

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Antiplague (equipment); Backpack, masterwork (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Spider's silk rope (equipment)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Deft Dodger (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Sacred Touch (trait)
- **Advanced Race Guide / Ultimate Equipment** - Daredevil boots (equipment)
- **Adventurer's Armory / Ultimate Equipment** - Grappling bolt (equipment)
- **Ultimate Combat** - Jawbreaker (feat); Maneuver Master (archetype); Mantis Style (feat); Mantis Wisdom (feat)
- **Ultimate Equipment** - Snapleaf (equipment)

Ability Focus (Stunning Fist [10/day, DC 22]) **Feat**

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

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.

Greater Trip **Feat**

You can make free attacks on foes that you knock down.

Prerequisites: Combat Expertise, Improved Trip, base attack bonus +6, Int 13.

Benefit: You receive a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip. Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

Normal: Creatures do not provoke attacks of opportunity from being tripped.

Appears In : Not New Paths Option: Use Scaling Feats

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.

Appears In : Not New Paths Option: Use Scaling Feats

Improved Trip **Feat**

You are skilled at sending your opponents to the ground.

Prerequisite: Int 13, Combat Expertise.

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

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

Appears In : Not New Paths Option: Use Scaling Feats

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.

Iron Will **Feat**

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Jawbreaker **Feat**

You deliver a powerful strike to the mouth, breaking teeth and bone.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Heal 6 ranks.

Benefit: When you make a successful Stunning Fist attempt against an opponent that is grappled, helpless, or stunned, instead of imparting any other Stunning Fist effect, you can cripple that opponent's mouth, dealing normal unarmed strike damage and 1d4 points of bleed damage. Until the bleed damage ends, the target is unable to use its mouth to attack, speak clearly, and employ verbal spell components. A creature that is immune to critical hits or that has no discernible mouth is immune to the effects of this feat.

Appears In : Ultimate Combat

Mantis Style **Feat**

You have learned to target vital areas with crippling accuracy.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Heal 3 ranks.

Benefit: You gain one additional Stunning Fist attempt per day. While using this style, you gain a +2 bonus to the DC of effects you deliver with your Stunning Fist.

Appears In : Ultimate Combat

Seppun Ozawa – Abilities & Gear

Mantis Wisdom (+0) **Feat**

Your knowledge of vital areas allows you to land debilitating strikes with precision.

Prerequisites: Improved Unarmed Strike, Mantis Style, Stunning Fist, Heal 6 ranks.

Benefit: Treat half your levels in classes other than monk as monk levels for determining effects you can apply to a target of your Stunning Fist per the Stunning Fist monk class feature. You can also use a standard action and a successful melee touch attack to remove any Stunning Fist effect you have applied to a target.

While using Mantis Style, you gain a +2 bonus on unarmed attack rolls with which you are using Stunning Fist attempts.

Appears In : Ultimate Combat

Step Up **Feat**

You can close the distance when a foe tries to move away.

Prerequisite: Base attack bonus +1.

Benefit: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Stunning Fist (10/day, DC 22) **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.

Deft Dodger **Trait**

Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

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

Sacred Touch **Trait**

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it.

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

Hero Points **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

Seppun Ozawa – Abilities & Gear

Unarmed Strike (1d10)

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.

Fast Movement (+30 ft.)

Class Ability (Monk)

At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed. By spending 1 point from his ki pool, he can increase his speed by 20 feet for 1 round.

Flurry of Maneuvers (2 maneuvers, -2/-5) (Ex) Class Ability (Monk)

At 1st level, as part of a full-attack action, a maneuver master can make one additional combat maneuver, regardless of whether the maneuver normally replaces a melee attack or requires a standard action. The maneuver master uses his monk level in place of his base attack bonus to determine his CMB for the bonus maneuvers, though all combat maneuver checks suffer a -2 penalty when using a flurry. At 8th level, a maneuver master may attempt a second additional combat maneuver, with an additional -3 penalty on combat maneuver checks. At 15th level, a maneuver master may attempt a third additional combat maneuver, with an additional -7 penalty on combat maneuver checks. A maneuver master loses this ability when wearing armor, using a shield, or carrying a medium or heavy load. This ability replaces flurry of blows.

High Jump (+9/+29 with ki point) (Ex) Class Ability (Monk)

At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his ki pool as a swift action, a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Improved 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 and half damage on a failed saving throw.

Ki Defense +4 (Su)

Class Ability (Monk)

A monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round.

Ki Pool (8/day) (Su)

Class Ability (Monk)

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

A monk gains additional powers that consume points from his ki pool as he gains levels.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

For a Ninja, the Ki Pool is based on Charisma, rather than Wisdom.

Note: Unchained monks gain this ability at 3rd level.

Ki Speed (Su)

Class Ability (Monk)

By spending 1 point from his ki pool, a monk can increase his base speed by 20 feet for 1 round.

Ki Strike, Cold Iron/Silver (Su)

Class Ability (Monk)

At 7th level, a monk's unarmed strikes count as cold iron and silver for the purposes of overcoming damage reduction.

Ki Strike, Magic (Su)

Class Ability (Monk)

At 4th level, ki strike allows a monk's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

Note: Unchained monks gain this ability at 3rd level, when they gain a ki pool.

Maneuver Defense (Ex)

Class Ability (Monk)

At 3rd level, if a maneuver master has an Improved combat maneuver feat, any creature attempting that maneuver against the maneuver master provokes an attack of opportunity, even if it would not normally do so. This ability replaces still mind.

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.

Meditative Maneuver +4 (Trip) (Ex) Class Ability (Monk)

At 5th level, as a swift action, a maneuver master can add his Wisdom modifier on any combat maneuver check he makes before the beginning of his next turn. He must choose which combat maneuver check to grant the bonus to before making the combat maneuver check. This ability replaces purity of body.

Reliable Maneuver (Ex)

Class Ability (Monk)

At 4th level, as a swift action, a maneuver master may spend 1 point from his ki pool before attempting a combat maneuver. He can roll his combat maneuver check for that maneuver twice and use the better result. This ability replaces slow fall.

Stunning Fist (Stun, Fatigue, Sicken) (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.

Seppun Ozawa – Abilities & Gear

Wholeness of Body (9 hit points) (Su) Class Ability (Monk)

At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his ki pool.

Antitoxin

Gear

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Alchemical Power Component

Like antiplague, this substance can augment certain healing spells.

Neutralize Poison (M) : Add +2 on your caster level check to neutralize poison on a target creature. Antitoxin has no effect when you cast the spell on an object.

Ring of protection +1

Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Amulet of natural armor +1

Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

Belt of giant strength +2

Wondrous Item (Belt)

This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bull's strength*; **Cost** 2,000 gp

Bracers of armor +1

Wondrous Item (Wrist)

These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. *Bracers of armor* surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1, just as though he were wearing armor. Both *bracers of armor* must be worn for the magic to be effective.

Construction

Requirements: Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; **Cost** 500 gp

Daredevil boots (10 rounds/day) Wondrous Item (Feet)

This pair of magical boots shimmers in vibrant shades of blazing red and burning orange when they are held up to the light. These boots allow the wearer to gain extra maneuverability while moving through hazardous areas. As a free action, the wearer can click her heels together to grant herself a +5 competence bonus on Acrobatics checks made to move through threatened squares or to move through an enemy's space without provoking attacks of opportunity for up to 10 rounds per day. The rounds do not need to be consecutive. Furthermore, anytime the wearer of the boots successfully moves through the space of an enemy without provoking an attack of opportunity, she gains a +1 bonus on attack rolls against that enemy until the end of her turn.

Construction

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 700 gp

Appears In : Advanced Race Guide, Ultimate Equipment

Snapleaf

Wondrous Item

This crystalline carving looks like a hand-sized tree leaf. It is usually worn around the neck on a strap so it is within easy reach, but can be affixed to a belt or clothing just like a badge. While falling, the bearer can snap and destroy the snapleaf as an immediate action to gain the benefits of *feather fall* and *invisibility*. The duration of the two effects work independently; ending one early does not affect the other. The item cannot be activated to provide just one of these two effects; they are always activated simultaneously.

Construction

Requirements Craft Wondrous Item, *feather fall*, *invisibility*; **Cost** 375 gp

Appears In : Ultimate Equipment

Session 1 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/01/08

XP Reward : 8950 XP; **Net Cash** : 7 pp, -70 gp

- no notes -

Session 2 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/01/23

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

- no notes -

Session 3 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/01/30

XP Reward : 1300 XP; **Net Cash** :

- no notes -

Session 4 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/02/06

XP Reward : 1200 XP; **Net Cash** :

- no notes -

Session 5 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/02/13

XP Reward : -2450 XP; **Net Cash** : 300 gp

- no notes -

Session 6 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/02/20

XP Reward : 1000 XP; **Net Cash** :

- no notes -

Session 7 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/02/27

XP Reward : 800 XP; **Net Cash** : 100 gp

- no notes -

Session 8 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/03/06

XP Reward : 2600 XP; **Net Cash** : 500 gp

- no notes -

Session 9 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/03/13

XP Reward : 1600 XP; **Net Cash** :

- no notes -

Session 10 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/03/20

XP Reward : 500 XP; **Net Cash** :

- no notes -

Session 11 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/04/10

XP Reward : 4700 XP; **Net Cash** : 60 gp

- no notes -

Session 12 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/04/17

XP Reward : 2000 XP; **Net Cash** :

- no notes -

Session 13 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/04/24

XP Reward : 1000 XP; **Net Cash** :

- no notes -

Session 14 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/05/01

XP Reward : 2000 XP; **Net Cash** :

- no notes -

Session 15 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/05/15

XP Reward : 6500 XP; **Net Cash** : 4500 gp

- no notes -

Session 16 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/05/22

XP Reward : 1000 XP; **Net Cash** : 217 pp, -1910 gp

- no notes -

Session 17 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/06/05

XP Reward : 2000 XP; **Net Cash** :

- no notes -

Session 18 (preliminary) - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/06/12

XP Reward : 4000 XP; **Net Cash** :

- no notes -

Session 22 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/07/03

XP Reward : 5000 XP; **Net Cash** : 940 gp

- no notes -

Session 23 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/07/10

XP Reward : 5060 XP; **Net Cash** : 20 gp

- no notes -

Title - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/07/17

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

- no notes -

Session 24 - Seppun Ozawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/07/17

XP Reward : 9000 XP; **Net Cash** : 1800 gp

- no notes -

Session 25 - Seppun Ozawa (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2021/07/24

XP Reward: 2000 XP; **Net Cash:**

- no notes -

Session 26 - Seppun Ozawa (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2021/07/31

XP Reward: 6800 XP; **Net Cash:** -92 pp, -2162 gp

- no notes -

Session 27 - Seppun Ozawa (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2021/08/21

XP Reward: 0 XP; **Net Cash:** 200 gp

- no notes -

Session 30 - Seppun Ozawa (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2021/09/04

XP Reward: 2400 XP; **Net Cash:**

- no notes -

Session 31 - Seppun Ozawa (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2021/09/11

XP Reward: 6600 XP; **Net Cash:** 5833 gp

- no notes -