

Ola the Blue Wave

Player: Justin

Male human (Varisian) monk (maneuver master) 1,
Grand Lodge faction - CR 1/2

Lawful Neutral Humanoid (Human); Deity: **Irori**; Age: **25**;
Height: **5' 11"**; Weight: **150lb.**; Eyes: **Blue**; Hair: **Black**;
Skin: **Tanned**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	14	+2	
CHA CHARISMA	9	-1	

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

AC	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	14	=			+2				

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

CM Bonus	Total	BAB	Strength	Dexterity	Size
CM Bonus	+3	=	-	+2	-

+5 Tricking; +5 Tripping

CM Defense	Total	BAB	Strength	Dexterity	Size
CM Defense	16	=	10	-	+2

18 vs. Dirty Trick; 18 vs. Trip

Base Attack	+0	HP	11
--------------------	----	-----------	----

Initiative	Damage / Current HP
+2	

Speed	30 ft
--------------	-------

Shuriken

Ranged: **+2, 1d2+2** Crit: x2
Rng: 10'
Light, P, Monk

Unarmed strike

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

Bullied: +1 trait bonus on Attacks of Opportunity

Character Number: 198696 - 1



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

Feats

Combat Expertise +/-1
Improved Dirty Trick
Improved Trip
Improved Unarmed Strike
Monk Weapon Proficiencies
Stunning Fist (1/day, DC 12)

Traits

Bullied
Sea-Souled (Coastline or Island)

Special Abilities

Flurry of Maneuvers (1 maneuver, -2) (Ex)
Stunning Fist (Stun) (Ex)
Unarmed Strike (1d6)

Gear

Total Weight Carried: 44/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Backpack (empty)	2 lbs
Belt pouch (10 @ 1 lbs)	0.5 lbs
Blanket	1 lb
Blue Pants	2 lbs
Box of fishing tackle	2 lbs
Fishing pole, simple	1 lb
Money	2.8 lbs
Monk's outfit (Free)	-
Rope	10 lbs
Shuriken x10 <In: Belt pouch (10 @ 1 lbs)>	0.1 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs
White and Blue Hood	2 lbs

Tracked Resources

Shuriken	<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"/>
Stunning Fist (1/day, DC 12)	<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"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Varisian
Halfling	

Experience & Wealth

Experience Points: 0/3
Current Cash: 139 gp, 1 sp
Grand Lodge: Fame: 0, PP: 0

Background

Ola the Blue Wave (birth name: Devan Elustrade) was born the son of simple fishermen in one of the outlying fishing villages of Magnimar. Though his family was never considered well-to-do, there was always food on the table and his family life could be considered a happy one.

However, little Devan was one of the smaller children in his village and thus was prone to getting bullied by the much bigger kids. He grew up relatively friendless and took solace in the tales he would hear the fishermen tell.

Some visitors would describe tales of distant lands ruled by powerful men called 'shoguns', their stealthy warriors known as 'ninja', the honorable 'samurai', and the strange martial arts of their wise old monks. Years of hearing these tales awakened something within Devan, and soon he began formulating his own peculiar brand of martial arts.

Lacking a venerable teacher, a dojo, or even any training gear, Devan made do with what was available. Instead of weights, he lifted barrels of fresh-caught mahi. Instead of a teacher, he had tall tales and the occasional book. Instead of an ancient martial art steeped in mysticism and history, he observed.

Eventually, this "fighting style"--charitably described as one-part secondhand knowledge and one-part dirty fighting--started to actually become a formidable weapon. Evildoers and ruffians who took Devan would soon find their feet kicked out from under them, or their eyes gouged, or their legs locked.

His final task before leaving the village where he grew up was to sew his own mask in the blue and white colors of the Master of Masters Irori. If it worked for the ninjas, it'd work for him, right?

And so at the age of 25, after nearly a decade of martial arts "practice", Devan decided to go out into the world to find adventure. Taking the name 'Ola' after a bit of regional vernacular for a mighty wave, Devan resolved to one day visit the strange land he has only heard about.

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide New Combat Maneuvers** - Improved Dirty Trick (feat)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Bullied (trait)
- **Inner Sea Races / Inner Sea World Guide** - Varisian (language)
- **Inner Sea World Guide** - Varisian (equipment)
- **Ultimate Campaign** - Sea-Souled (Coastline or Island) (trait)
- **Ultimate Combat** - Maneuver Master (archetype)