

Yacob Kress

LE Human field medic monk 6

Evil, Human, Humanoid, Lawful

Deity: **Achaek**; Age: 18

Speed: 40 ft., Languages: Common, Dwarven, Keshi

Hit Points	Focus Points	Hero Points
80	1	3
		1

Str	Dex	Con	Int	Wis	Cha
+4	+3	+2	+1	+3	+0

18 Str
16 Dex
14 Con
12 Int
16 Wis
10 Cha

PERCEPTION +13_E = +10_{Base} +3_{Wis} +0_{Misc}

FORTITUDE +12_E = +10_{Base} +2_{Con} +0_{Misc}

REFLEX +13_E = +10_{Base} +3_{Dex} +0_{Misc}

WILL +13_E = +10_{Base} +3_{Wis} +0_{Misc}

AC 24_E = +20_{Base} +3_{Dex} +1_{Misc}

+1 explorer's clothing (Expert)

AC: +1, Max Dex: +5, Armor Check: -, Speed: -

Upgrades: *monkey pin*

Traits: comfort

Unarmored defense (Expert)

AC: +0, Max Dex: -, Armor Check: -, Speed: -

+1 sawtooth saber (Expert)

Melee: +15/+11/+7 (1d6+4 S, Crit 1d6x2+8 S / x2 / x2)

Traits: agile, finesse, twin

Fist (Expert)

Melee: +14/+10/+6 (1d6+4 B, Crit 1d6x2+8 B / x2 / x2)

Traits: nonlethal, agile, finesse, unarmed

Javelin (Expert)

Ranged (30 ft.) : +13/+8/+3 (1d6+4 P, Crit 1d6x2 P / x2 / x2)

Traits: thrown 30 ft.

Special Abilities

Flurry of Blows

Make two unarmed Strikes. If they are against the same creature, combine their damage for resistances and weaknesses.

Mystic Strikes

Unarmed attacks count as magical for bypassing resistance.

Powerful Fist

You don't take the -2 penalty when making a lethal attack with a nonlethal unarmed attack.

Treat Wounds (2d8, DC 15)

Feats

Natural Ambition [Ancestry Feats Selection]

Gain a 1st-level class feat for your class.

Unconventional Weaponry (Sawtooth saber) [Ancestry

Gain access to an uncommon weapon with an ancestry trait or from another culture.

Crimson Shroud (2/day) [Class Feats Selection]

Gain fast healing for 1 minute, Interact to gain a +1 circumstance bonus to AC until the beginning of your next turn.



Skills

<input type="checkbox"/>	+14 _E	Acrobatics _{Dex}
<input type="checkbox"/>	+1 _U	Arcana _{Int}
<input type="checkbox"/>	+9 _T	Assassin Lore _{Int}
<input type="checkbox"/>	+12 _T	Athletics _{Str}
<input type="checkbox"/>	+1 _U	Crafting _{Int}
<input type="checkbox"/>	+8 _T	Deception _{Cha}
<input type="checkbox"/>	+0 _U	Diplomacy _{Cha}
<input type="checkbox"/>	+0 _U	Intimidation _{Cha}
<input type="checkbox"/>	+13 _E *	Medicine _{Wis}
<input type="checkbox"/>	+11 _T	Nature _{Wis}
<input type="checkbox"/>	+1 _U	Occultism _{Int}
<input type="checkbox"/>	+0 _U	Performance _{Cha}
<input type="checkbox"/>	+11 _T	Religion _{Wis}
<input type="checkbox"/>	+1 _U	Society _{Int}
<input type="checkbox"/>	+11 _T	Stealth _{Dex}
<input type="checkbox"/>	+3 _U	Survival _{Wis}
<input type="checkbox"/>	+3 _U	Thievery _{Dex}
<input type="checkbox"/>	+9 _T	Warfare Lore _{Int}

Skill Modifiers

Medicine (Assurance): Forgo rolling to receive total result of 20

Feats

Dragon Stance [Class Feats Selection]

Stance: Gain dragon tail attacks, ignore first square of difficult terrain when striding.

Red Mantis Assassin Dedication [Class Feats Selection]

Proficiency rank in sawtooth sabres equal to your highest weapon proficiency rank.

Stunning Fist (DC 22) [Class Feats Selection]

If either Strike from Flurry of Blows hits a creature, the target must save or be stunned 1 (stunned 3 on crit failure).

Fleet [General Feats Selection]

Your Speed increases by 5 feet.

Weapon Proficiency [General Feats Selection]

Gain the trained proficiency rank in the next type of weapons (Simple, Martial, Advanced).

Ki Strike [Natural Ambition]

Gain *ki strike* power and Focus Points pool

Assurance (Medicine) [Skill Feats Selection]

Forgo rolling a Medicine check to instead use a result of 20.

Combat Climber [Skill Feats Selection]

Not flat-footed while Climbing and can Climb with one hand.

Ward Medic [Skill Feats Selection]

When you use Treat Disease or Treat Wounds, you can treat up to two targets.

Battle Medicine

Treat Wounds, DC 15: heal 2d8 HP or DC 20: 2d8+10 HP. The target is then immune to your Battle Medicine for 1 day.

Weapon Proficiencies

Trained: All Martial Weapons, Sawtooth saber

Expert: All Simple Weapons, All Unarmed Attacks, Sawtooth saber

Armor Proficiencies

Expert: Unarmored defense

Focus Spells

Ki Strike (3rd*)

Experience & Wealth

Career Experience Points: **5,000** (0/1,000 to 7th)

Current Cash: **5 gp**

Tracked Resources

Antidote, lesser	<input type="checkbox"/>
Bracelet of dashing (1/day)	<input type="checkbox"/>
Bravo's brew, lesser	<input type="checkbox"/>
Cat's eye elixir	<input type="checkbox"/>
Crimson Shroud (2/day)	<input type="checkbox"/>
Darkvision elixir, lesser	<input type="checkbox"/>
Healer's gloves (1/day)	<input type="checkbox"/>
Javelin	<input type="checkbox"/>
Juggernaut mutagen, moderate	<input type="checkbox"/>

Gear (Encum: 9 bulk, Over: 14 bulk)

Total Bulk Carried: 3.2, Unencumbered

+1 explorer's clothing	L
+1 sawtooth saber	L
Antidote, lesser	L
Backpack	L
Bracelet of dashing (1/day)	L
Bravo's brew, lesser	L
Cat's eye elixir	L
Crowbar	L
Darkvision elixir, lesser	L
Disguise kit	L
Grappling hook	L
Handwraps of mighty blows	-
Healer's tools	1
Healer's gloves (1/day)	L
Hourglass	L
Javelin x3	0.3
Juggernaut mutagen, moderate	L
Money	-
Religious symbol, silver	L
Rope (foot) x100	0.2
Spyglass	L
Sunrod	L

Yacob Kress – Abilities & Gear

Assurance (Medicine) (Feat, Skill Feats Selection)

Traits: Fortune, General, Skill

Prerequisites trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Battle Medicine (Background Selection, Feat)

Traits: General, Healing, Manipulate, Skill

[1 action]

Prerequisites trained in Medicine

Requirements You are holding or wearing healer's tools.

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Combat Climber (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Athletics

Your techniques allow you to fight as you climb. You're not flat-footed while Climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb.

Crimson Shroud (2/day) (Class, Class Feats Selection, Feat, Monk)

Traits: Archetype, Healing, Magical, Necromancy

[1 action]

Prerequisites Red Mantis Assassin Dedication

Frequency A number of times per day equal to your number of class feats from the Red Mantis assassin archetype

You swathe yourself in a veil of red mist for 1 minute. While the shroud is active, you gain fast healing equal to half your level. You can Interact with your shroud, swirling it around you, to gain a +1 circumstance bonus to AC until the beginning of your next turn. Finally, if you die while the shroud is active, you can choose to have your entire body vanish into red mist, leaving behind only your gear; you make this choice when you activate Crimson Shroud.

Appears In: Lost Omens World Guide

Dragon Stance (Class, Class Feats Selection, Feat, Monk)

Traits: Monk, Stance

[1 action]

Requirements You are unarmored.

You enter the stance of a dragon and make powerful leg strikes like a lashing dragon's tail. You can make dragon tail attacks that deal 1d10 bludgeoning damage. They are in the brawling group and have the backswing, nonlethal, and unarmed traits.

While in Dragon Stance, you can ignore the first square of difficult terrain while Striding.

Stunning Fist (DC 22) (Class, Class Feats Selection, Feat, Monk)

Traits: Monk

Prerequisites Flurry of Blows

The focused power of your flurry threatens to overwhelm your opponent. When you target the same creature with two Strikes from your Flurry of Blows, you can try to stun the creature. If either Strike hits and deals damage, the target must succeed at a Fortitude save against your class DC or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

Unconventional Weaponry (Sawtooth sab) (Ancestry Feats Selection, Feat)

Traits: Human

You've familiarized yourself with a particular weapon, potentially from another ancestry or culture. Choose an uncommon simple or martial weapon with a trait corresponding to an ancestry (such as dwarf, goblin, or orc) or that is common in another culture. You gain access to that weapon, and for the purpose of determining your proficiency, that weapon is a simple weapon.

If you are trained in all martial weapons, you can choose an uncommon advanced weapon with such a trait. You gain access to that weapon, and for the purpose of determining your proficiency, that weapon is a martial weapon.

Ward Medic (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites expert in Medicine

You've studied in large medical wards, treating several patients at once and tending to all their needs. When you use Treat Disease or Treat Wounds, you can treat up to two targets. If you're a master in Medicine, you can treat up to four targets, and if you're legendary, you can treat up to eight targets.

Flurry of Blows (Class, Monk)

Traits: Flourish, Monk

[1 action]

You can attack rapidly with fists, feet, elbows, knees, and other unarmed attacks. You gain the Flurry of Blows action.

Flurry of Blows

Make two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. As it has the flourish trait, you can use Flurry of Blows only once per turn.

Mystic Strikes (Class, Monk)

Focusing your will into your physical attacks imbues them with mystical energy. Your unarmed attacks become magical, allowing them to get past resistances to non-magical attacks. However, you still need an item such as *handwraps of mighty blows* to gain an item bonus to attack rolls or increase your attacks' weapon damage dice.

Powerful Fist (Class, Monk)

You know how to wield your fists as deadly weapons. The damage die for your fist increases to 1d6 instead of 1d4. Most people take a -2 circumstance penalty when making a lethal attack with nonlethal unarmed attacks, because they find it hard to use their fists with deadly force. You don't take this penalty when making a lethal attack with your fist or any other unarmed attacks.

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

Requirements You're wearing or holding healer's tools (page 290).

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.

Success The target regains 2d8 Hit Points, and its wounded condition is removed.

Critical Failure The target takes 1d8 damage.

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a -2 circumstance penalty.

Thrown 30 ft.

You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment specified in the weapon's Range entry.

Twin

These weapons are used as a pair, complementing each other. When you attack with a twin weapon, you add a circumstance bonus to the damage roll equal to the weapon's number of damage dice if you have previously attacked with a different weapon of the same type this turn. The weapons must be of the same type to benefit from this trait, but they don't need to have the same runes.

Weapon Traits

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

Gear

Antidote, lesser

Traits: Alchemical, Consumable, Elixir
[1 action]

An antidote protects you against toxins. Upon drinking an antidote, you gain an item bonus to Fortitude saving throws against poisons for 6 hours.

Lesser

You gain a +2 item bonus.

Bracelet of dashing (1/day)

Traits: Invested, Magical, Transmutation
[1 action]

This jangling, silvery bracelet makes you lighter on your feet, giving you a +1 item bonus to Acrobatics checks.

Activate [1 action] command; **Frequency** once per day; **Effect** You gain a +10-foot status bonus to Speed for 1 minute.

Bravo's brew, lesser

Traits: Alchemical, Consumable, Elixir, Mental
[1 action]

This flask of foaming beer grants courage. For the next hour after drinking this elixir, you gain an item bonus to Will saves, which is greater when attempting Will saves against fear.

Lesser

The bonus on Will saves is +1, or +2 against fear.

Cat's eye elixir

Traits: Alchemical, Consumable, Elixir
[1 action]

After you consume this elixir, your vision sharpens and you become sensitive to even the most minute movements. For the next minute, you reduce the flat check to target hidden creatures to 5, and you don't need to attempt a flat check to target concealed creatures. These benefits apply only against creatures within 30 feet of you.

Crowbar

When Forcing Open an object that doesn't have an easy grip, a crowbar makes it easier to gain the necessary leverage. Without a crowbar, prying something open takes a -2 item penalty to the Athletics check to Force Open (similar to using a shoddy item).

Darkvision elixir, lesser

Traits: Alchemical, Consumable, Elixir
[1 action]

After you drink this elixir, your sight becomes sharper in darkness. You gain darkvision for the listed duration.

Lesser

The duration is 10 minutes.

Gear

Grappling hook

You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make an attack roll with the secret trait against a DC depending on the target, typically at least DC 20. On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway up.

Handwraps of mighty blows

Traits: Invested, Magical, Transmutation

As you invest these embroidered strips of cloth, you must meditate and slowly wrap them around your hands. These handwraps have weapon runes etched into them to give your unarmed attacks the benefits of those runes, making your unarmed attacks work like magic weapons. For example, *+1 striking handwraps of mighty blows* would give you a +1 item bonus to attack rolls with your unarmed attacks and increase the damage of your unarmed attacks from one weapon die to two (normally 2d4 instead of 1d4, but if your fists have a different weapon damage die or you have other unarmed attacks, use two of that die size instead).

You can upgrade, add, and transfer runes to and from the handwraps just as you would for a weapon, and you can attach talismans to the handwraps. Treat the handwraps as melee weapons of the brawling group with light Bulk for these purposes. Property runes apply only when they would be applicable to the unarmed attack you're using. For example, a property that must be applied to a slashing weapon wouldn't function when you attacked with a fist, but you would gain its benefits if you attacked with a claw or some other slashing unarmed attack.

The entries below list the most typical combinations of fundamental runes.

Healer's gloves (1/day)

Traits: Invested, Magical, Necromancy
[1 action]

These clean, white gloves never show signs of blood, even when used to stitch up wounds or treat other ailments. They give you a +1 item bonus to Medicine checks.

Activate [1 action] Interact; **Frequency** once per day; **Effect** You can soothe a willing, adjacent creature's wounds, restoring 2d6+7 Hit Points to that creature. This is a positive healing effect. You can't harm undead with this healing.

Juggernaut mutagen, moderate

Traits: Alchemical, Consumable, Elixir, Mutagen, Polymorph
[1 action]

After you drink this mutagen, your body becomes thick and sturdy. You exhibit a healthy glow, though you tend to be ponderous and unobservant.

Benefit You gain an item bonus to Fortitude saves and the listed number of temporary Hit Points. Whenever you are at maximum Hit Points for at least 1 full minute, you regain the temporary Hit Points.

Drawback You take a –2 penalty to Will saves, Perception checks, and initiative rolls.

Moderate

The bonus is +2, you gain 10 temporary Hit Points, and the duration is 10 minutes.

Gear

Monkey pin

Traits: Consumable, Magical, Talisman, Transmutation
[1 action]

Requirements You are trained in Athletics

This small brass pin is in the shape of a monkey climbing a tree. When you activate this talisman, use a Climb action. If you succeed, you move your full Speed during the Climb. If you roll a critical failure, you get a failure instead.

Sunrod

Traits: Alchemical, Consumable, Light
[1 action]

This 1-foot-long, gold-tipped rod glows after it's struck on a hard surface. For the next 6 hours, it sheds bright light in a 20-foot radius (and dim light to the next 40 feet).

Ki Strike

Focus 1

Uncommon, Monk, Transmutation

Cast [1 action] verbal

In-Play Information

Heightened to 3rd Level

Cast [1 action] verbal

Calculation Breakdown:

Proficiency Level (Untrained)

You focus your ki into magical attacks. Make an unarmed Strike or Flurry of Blows (this doesn't change the limit on using only one flourish per turn). You gain a +1 status bonus to your attack rolls with the Strikes, and the Strikes deal 1d6 extra damage. This damage can be any of the following types of your choice, chosen each time you Strike: force, lawful (only if you're lawful), negative, or positive.

Heightened (+4) The extra damage increases by 1d6.