

Adder

Medium-Size Human – Monk 15

HD: 15d8+15; hps:89

Init +7 (+3 Dex + Improved Initiative); Speed 80 ft (16 boxes); Al: LE

AC 26 (+3 Dex, +3 monk bonus +3 wisdom, +5 BDB, +2 natural); Attack: BAB: +11/+6/+1 (Flurry of Blows: +14/+14/+14/+9/+4) or Masterwork Spear +17/+12/+7; Damage: 1d12+3/1d12+1 (Unarmed Attack)

SV Fort +10, Ref +12, Will +12; (+2 vs. saves from undead)

Str 16 (+3) Dex 16 (+3), Con 12 (+1), Int 11, Wis 17 (+3), Cha 11 (-1)

Skills: Balance +9, Climb +9, Disable Device +4, Escape Artist +7, Hide +11, Jump +12, Knowledge (anatomy) +5, Knowledge (necrology) +5, Knowledge (Arcana) +3, Knowledge (religion) +3, Listen +9, Literacy (common) +2, Literacy (Ancient Dwarven) +2, Move Silently +11, Spot +8, Swim +9, Tumble +9

Feats: Martial Arts Style (Stalking Jackal), Martial Arts Style (Spectral Hand), Improved Unarmed Strike, Meditation, Improved Disarm, Improved Initiative, Backward Kick, Circle Kick (attack adjacent foes), Iron Skin, Instant Stand (stand as free action), Combat Expertise, Flying Kick (3d12+4), Deflect Arrows, Improved Trip, Stunning Fist (DC 20; 15/day)

Special Abilities: Strength of Life, Evasion, Purity of Body (immune to disease), Wholeness of Body (30 hps / day), Ki Strike, Improved Evasion, Diamond Body (Immune to poison), Diamond Soul, Quivering Palm (DC 20; 15 days), Control Undead

Equipment: Potion of Cat's Grace (duration: 50 minutes; yellow and brown) (x2), Potion of Owl's Wisdom (bright blue), Slippers of Spider-Climbing, Masterwork Spear (+3 to hit, +1 dmg, threat range 19-20), small whip, necklace of 5 ancient platinum coins (worth 300 sps each to a collector).