

RHEZHOR (DWELF/ARBOREAL/TREEWRAITH/MONK) (100)

Hits: 32	Wnds: 7/3/2	Sec. Dmg I: 5	II: 11
DT: 20	AR: 1	Move: 10'	
Attacks: 4 Monkey Fist (8); 4 Slingshot (6); 4 Dagger (5)			
MArts: 8 Kick (7); 8 Legsweep (2, Sv 19 or prone); 8 Punch (6, +Kata); 4 Roundhouse Kick (8); 4 Roundhouse Punch (7, +Kata); 8 Takeaway (Sv 15+1/3 over DT, +Kata); 8 Throw (7, target prone, +Kata); 10 Unarmed Block (Rflx Sv, -AB)			
Primary Stats:		Secondary Stats:	
Chr: 1	Res: 4	Aura: 4	Reflexes: 6
Con: 3	Spd: 3	Init: 6	Stamina: 7
Dex: 3	Str: 4	Insight: 5	Will: 6
Int: 2	Wis: 3	Might: 8	Lift: 400 lbs
Skills: Ath(Acro) 5, Cast(Monk) 5, Cbt:Bldgn(Chain Plus) 1, Cbt:Arch (Slings) 1, Cbt:Thrown (Blades) 1, Cbt:MA (Wushu) 5, Forag 1, Heal 2, Infl(Diplo) 1, Lore: Kuo Shu 4, Lore: Xingyi 2, Mgrcft 2, Mglr 1, Search 3, Stealth 7, Surv 2, Trgt 1, Track 2, Trick 1			
Size: 3'11" tall, 73 lbs			
Special Skills & Abilities:			
<ul style="list-style-type: none"> • Minor Specialties: Ath (Climbing, Jumping), Mglr (Herbals) • Spell Costs: "Mj" for Monk spells, "Mn" for Universal Spells • Sensing Magic: +2 to rolls • Darkvision: 20' • Size Adjustments: +2 DT & Stealth (already added), -1 DR to all attacks • Striker: +1 DR to Bashing Weapons, +1 to all rolls involving Bashing Weapons • Non-Proficiency Bonus: +1 for every 5 ranks in best melee skill 			
Combat Style Abilities			
<ul style="list-style-type: none"> • Kuo Shu: Tier 2 <ul style="list-style-type: none"> • +2 BD to Kick, Punch, Roundhouse Punch, Roundhouse Kick and Takedown (also Quickfire Punch, not known) • May make second attack at -2 modifier to AB. • +2 to DT, Dive for Cover, and Dodge • Xingyi: Tier 1 <ul style="list-style-type: none"> • +1 BD to Legsweep & Throw • +1 to Save TN for Legsweep • Weapon Katas: Monkey Fist (+2 BD); Jo Staff (+3 BD); Baton (+1 BD); Nunchaku (+3 BD, 2h: +4 BD); Hand Axe (+2 BD) 			
Spells:			
<ul style="list-style-type: none"> • Chi Focus: CTN: 16; Fatigue: 1; Dur: 1 rnd/rank; +1 AB 			

Equipment:

• Tools of the Trade:

- Leather Bracers
- Monkey Fist
- Slingshot (& pouch with 20 stones)
- Crystal Choker (Casting Focus)
- Spell Book (carried in pack)

• Standard Pack:

- 50' of Superior Rope
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled with water)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

• At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger

• Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

• Money:

- 6 silver pieces
- 9 bronze pieces
- 6 copper pieces

• Additional Equipment:

- Multi-Tool (3 poles, each 1.5' long with metal ends, may screw together; dagger head, hatchet head, hammer head, shovel head, 3 torch heads)
- Nunchaku

Rhezhor grew up in the Wraithwood, along the Eastern coast of Anwyn. He trained to be a Treewraith, guarding the Western borders of the Wraithwood, near Mirrhyc.

During a visit to Mirrhyc, Rhezhor met and befriended an unusual looking Human from far to the south. Nuin was his name.

Nuin was from Karwahn originally, but spent many years in a monestary located in the Mynythi Bwych (the Gap Mountains). Sensing a kindred spirit, Nuin offered to escort Rhezhor to the monestary so that he could also learn Nuin's teachings more fully. Rhezhor agreed and spent a decade learning the ways of the fist.

Upon completing his training, Rhezhor elected to wander the land and help others, just as his original teacher, Nuin had done.

Also seeking a little bit of adventure as well, Rhezhor ended up in Hyb Ciuin, looking to join other adventurers seeking to explore the ruins of Ilthach, The Haunted Steppes, the dangers of Tuist Rhion, The Star Crater, and the mysterious Henge Plains of Esker Archia.