

# LOMAEUS, 2<sup>ND</sup> LEVEL HOLY ONE MONK

Str Score	Con Score	Dex Score	Int Score	Wis Score	Cha Score	Armor Class	Hit Points	
16	14	16	12	16	8	16	36	
Str Mod.	Con Mod.	Dex Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defences	Recoveries	
+3	+2	+3	+1	+3	-1	16	8	
Str Skill	Con Skill	Dex Skill	Int Skill	Wis Skill	Cha Skill	Mental Defence	Recovery Roll	Init
+5	+4	+5	+3	+5	+1	14	2d8+2	+5

## COMBAT ATTACKS

BASIC MELEE ATTACK: Attack +5 vs AC; *Hit* 2d8+3;

BASIC MISSILE ATTACK: Ranged Attack +5 vs AC; *Hit* 2d4+3;

Select Two Adventurer Forms

## ONE UNIQUE THING

Come to warn of the Demon Apocalypse.

## RACIAL POWER AND ABILITIES

HALO: Once per battle, free action. +2 to all defences until hit or battle ends.

## FEATS

DIAMOND FOCUS ADVENTURER: Can save immediately when also confused or hampered.

SPINNING WILLOW ADVENTURER: Can use Spinning Willow for attacks that target PD.

## CLASS FEATURES, TALENTS, POWERS, AND SPELLS

Ki: 4

GREETING FIST: Bonus 2d6 damage on first melee attack against each opponent.

Ki: Spend 1 Ki to double Greeting Fist damage.

DIAMOND FOCUS: Gain +2 to save when not staggered. an also skip one turn in attack progression.

Ki: When dazwd, weakened, or stunned spend 1 Ki to save immediately.

SPINNING WILLOW: When targetted by Ranged or Close-Quarters attack, that targets AC save (11+) for half damage.

Ki: Spend 1 Ki to make failed save successful.

## ICON RELATIONSHIPS

The Great Gold Wyrn (Positive 3 die)

## BACKGROUND SKILLS

Mountain Temple Guardian +2

Demon Hunter +2

Bodyguard +4

## NOTES

EQUIPMENT: Daggers, 25gp

INCREMENTAL ADVANCES: —