

Garun Tyr

Half-Dragon (Blue), Monk 1st / Kensai 4th (Lawful Evil)
Str 20, Dex 12, Con 16, Int 14, Wis 18, Cha 14

Hit Points (hp)	45	Initiative	+5	Grapple	+12	Damage Reduction	
		Speed (Foot)	30 ft.	Spell Fail	0%	Spell Resistance	0

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Dragon Claws+2	+8/+8/+8	3d8+7	19-20 (x2)	Desc: Keen, Electrical, Dragon claw, Unarmed strike
Natural (secondary)	Dragon Bite	+2	2d6+2	20 (x2)	Desc: A dragon can use its bite to snatch opponents if it has the Snatch feat.

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	24	16 / 23	None / None		+6	+4	+10

Skills

Appraise	2
Balance	5
Bluff	10
Climb	10
Concentration	10
Decipher Script	-
Diplomacy	10
Disable Device	-
Disguise	2
Escape Artist	1
Forgery	2
Gather Information	4
Handle Animal	-
Heal	4
Hide	-3
Intimidate	15
Jump	5
Listen	10
Move Silently	9
Open Lock	-
Ride	1
Search	2
Sense Motive	10
Sleight of Hand	-
Speak Language	5
Spellcraft	-
Spot	8
Survival	4
Swim	5
Tumble	5
Use Magic Device	3
Use Rope	1
Knowledge - Nobility	5

Abilities

══ Racial Traits: Half-Dragon (Blue) ══
 Immunity to Electricity
 Dark Vision 60', Low light vision
 Fly 80' (Average maneuverability)
 Immune to Sleep, and Paralysis
 Breath Weapon 60' Lightning Bolt 6D8 Reflex DC 15 for 1/2 damage (1/day)

══ Class Features: Monk 1st ══
 Flurry of Blows (Ex)
 Unarmed Damage (Ex): 1d8
 AC Bonus (unarmored & unencumbered) : +4
 Bonus Feat: Improved Unarmed Strike
 Bonus Feat: Stunning Fist

══ Class Features: Kensai 4th ══
 Signature Weapon: +4 enhancement to weapon of choice
 Power Surge:
 - make DC 15 Concentration check to gain +8 Strength for 2 rounds.
 + 2 bonus to Bluff, Diplomacy, Gather Information, and Intimidate checks

══ CHARACTER STATUS ══
 No errors detected



Languages	Common,
Money	gp sp

Feats

Improved Unarmed Strike Considered armed even when unarmed
 Stunning Fist Stun opponent for 1 round unless successful Fortitude DC 16
 Power Attack Trade attack bonus for damage (up to +3) (x2 damage if two-handed)
 Improved Initiative +4 bonus on Initiative checks
 Wpn Focus: Unarmed Strike +1 bonus on attack rolls with: Dragon Claws

Equipment

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Magic Items
 Amulet of Natural Armor +2, Bracers of Armor +2
 Ring of Protection +2
 Hat of Disguise: Alter self (6 hrs/day)