

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		+7	+5	+11

Skills	Abilities
Appraise 2	== 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)
Balance 5	== 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
Bluff 10	== 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
Climb 10	== CHARACTER STATUS == No errors detected
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	



Languages	Common, Draconic, Giant, Infernal, Orc
Money	2500 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, Cloak of Resistance +1
Hat of Disguise: Human Appearance (9 hrs/day)