

Sindawe H'Kilata Narr, Human (Mwangi-Bonuwat) Monk 1

Attributes

STR	15	+2
DEX	16	+3
CON	12	+1
INT	11	+0
WIS	20	+5
CHA	9	-1

HP	12
AC	19
Init	+3
BAB	+0
CMB	+7
CMD	+20
XP	0
Algn	Lawful Neutral
Move	30
Fort	+3
Ref	+5
Will	+7

Languages: Polyglot, Common

Worship: Shimye-Magalla - The [Bonuwat](#) people of the [Mwangi Expanse](#) worship a variant form of Gozreh, a janiform amalgam with Desna, whom they call [Shimye-Magalla](#).

Class Features

Bonus Feat (Dodge (+1 AC)), Flurry of Misses, Unarmed Strike, Stunning Fist (PFCR 135, 1/day, damaged foe makes Fort ST 15 to avoid being stunned)

Attacks

Weapon	Bonus	Damage	Critical	Type	Notes
Unarmed Strike	+2	1d6+4 (1d6+1)+4 if flanking	20/x2	Bludgeon	
Flurry of Blows	+1	1d6+4 (1d6+1)+4 if flanking	20/x2	Bludgeon	
Javelin (5)	+3	1d6+2	20/x2	Pierce	Range 30'
Dagger, thrown	+3	1d4+2	20/*2	Pierce	Range 10'

HP Usage

<i>Hit Points</i>
12

Skills

Skill	Stat	Rank	Class	Stat	Total
Acrobatics	Dex	1	3	3	+8*
Climb	Str	1	3	2	+6
Escape Artist	Dex	0	0	3	+3
Heal	Wis	0	0	5	+5
Intimidate	Cha	0	0	-1	-1
Know History	Int	0	0	0	+0
Know Religion	Int	0	0	0	+0
Perception	Wis	1	3	5	+9
Perform	Cha	0	0	-1	-1
Profession (sailor)	Wis	1	3	5	+9
Ride	Dex	0	0	3	+3
Sense Motive	Wis	0	0	5	+5
Stealth	Dex	1	3	3	+7
Survival	Wis	0	0	+5	+5
Swim	Str	1	3	2	+6

Background Traits

Dirty Fighter (+1 to base damage when flanking, multiplies on critical), Freestyle Runner (Campaign, +1 to Acrobatics)

Feats

Dodge (Bonus Feat, +1 bonus to AC), Fists of Basalt (The Warrior's Way, +2 damage on unarmed strikes, crits add double Con bonus to damage), Toughness (+3hp at 1st and +1hp per level after 3rd)

Equipment

Item	Qty	Unit Wt. (lb)	Unit Cost (gp)	Total Wt. (lb)	Total Cost	Uses	Notes
Javelins	4	2	1	8	4		
Dagger	3	1	2	3	6		
Utility Knife	1	1	2	1	2		1d4, 19-20/x2, rng 10'
BODY							
Tiger Vest	1	0	2	2	.5		
Pants, Decorated	1	2	5	3	1		
SHOULDERS							
THROAT							
WAIST							
ARMS							
HANDS							
FINGERS							
FEET							
Carried Equipment - DUFFEL							
Sailor's Duffel	1	2	2	2	2		
Mogaba's Map & Journal	--	2	--	2	--		
Map	3	1	3	3	9		
Bedroll	1	5	0.1	5	0.1		
Carried Equipment - BELT POUCH / BELT							
Belt Pouch	1	0.5	1	0.5	1		
Fish-hooks	4	0	0.1	0	0.4		
Fishing Line	1	0	0	0	0		
Needle and thread	--	--	--	--	--		
Scrimshaw kit	1	1	2	1	2		

Total Weight	25.5	27	(light load to 66 lb) (med load to 134 lb)
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Money

Platinum Coins	
Gold Coins	8
Silver Coins	

Copper Coins	
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Life History

See other sheets

Human Racial Traits

+2 to one ability score: Human characters get a +2 bonus on one ability score of their choice at creation, to represent their varied nature. +2 *Wisdom*.

Medium: Humans are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Humans have a base speed of 30 feet.

Bonus Feat: Humans select one extra feat at 1st level. *Fists of Basalt (Way of the Warrior)*

Skilled: Humans gain an additional skill rank at first level and one additional skill rank whenever they gain a level. *Perception*

Languages: Humans begin play speaking Common.

Favored Class: Humans can choose any one class as their favored class at 1st level. Once made, this choice cannot be changed. *Favored Class: Monk*

Experience Log

<i>Date</i>	<i>Experience Gain</i>	<i>Experience Total</i>	<i>Notes</i>
09/20/2009	0	0	Character created

You dishonor your parents with your behavior.

I will leave you in an unmarked grave. Your family will have only dust to mourn.