

Sindawe H'Kilata Narr

Male Human Monk 5 - CR 4

Lawful Evil Humanoid (Human); Age: **20**; Height: **5' 11"**;
Weight: **165lb.**; Eyes: **Brown**; Hair: **Black**; Skin: **Black**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	11	0	
WIS WISDOM	20/22	+5/+6	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+4	+1	+1			
REFLEX (DEXTERITY)	+8 =	+4	+3	+1			
WILL (WISDOM)	+11 =	+4	+6	+1			

Immunity to Disease

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	25 =	+2		+3			+2	+1	+7

Touch AC 23 **Flat-Footed AC** 21

		BAB	Strength	Size	Misc
CM Bonus	+8 =	+3	+3	-	-

+10 Grappling

		BAB	Strength	Dexterity	Size
CM Defense	29 = 10	+3	+3	+3	-

31 vs. Grapple

	Total	Damage / Current HP
HP	49	

Base Attack +3 **Initiative** +3

Speed 30 / 40 ft

Cold Iron Knuckles "Elf Puncher", Masterwork

Mainhand: **+8, 1d3+4** Crit: 20/x2
Light, B

Masterwork Silver Dagger

Mainhand: **+7, 1d4+2** Crit: 19-20/x2
Rng: 10'
Ranged: **+7, 1d4+2** Light, P/S

Shock Tooth, +1 Ghost Touch, Shock Spear -

Both Hands: **+7, 1d8+5** Crit: 20/x3
Rng: 20'
Ranged, Both Hands: **+7, 1d8+5** 2-Hand, P, Brace



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (3)	5	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (0)	-	
Climb	+7	STR (3)	1	
Craft: Scrimshaw	+2	INT (0)	1	
Diplomacy	+1	CHA (0)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+6	WIS (6)	-	
Intimidate	+5	CHA (0)	2	
Knowledge: History	+4	INT (0)	1	
Knowledge: Religion	+4	INT (0)	1	
Linguistics	+3	INT (0)	3	
Perception	+14	WIS (6)	5	
Prof: Cartographer	+10	WIS (6)	1	
Profession: Sailor	+10	WIS (6)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+10	WIS (6)	1	
Stealth	+7	DEX (3)	1	
Survival	+6	WIS (6)	-	
Swim	+8	STR (3)	2	

Feats, Traits & Flaws

Deflect Arrows

Deflect an incoming arrow once per round.

Dirty Fighter

+1 damage when flanking.

Dodge

+1 AC.

Fast-Talker

+1 to Bluff checks, Bluff is always a class skill for you.

Improved Grapple

You grapple at +2, with no attacks of opportunity allowed.

Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Monk Weapon Proficiencies

You are proficient with the Club, Crossbow (Light and Heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Sickle, Siangham and Sling.

Stunning Fist (5/day) (DC 19)

You can stun an opponent with an unarmed attack.

Toughness +5

You gain +3 hit points.

Weapon Focus: Unarmed Strike

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization: Unarmed Strike

You gain a +2 bonus on all damage rolls you make using the selected weapon.

Gear

**Total Weight Carried: 50/230lbs, Light Load
(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

Amulet of Mighty Fists +1	-
Antitoxin (vial) <In: Bandoleer>	-
Backpack/Hammock (13 @ 17 lbs)	-
Bag of Holding I (empty)	15lbs
Bandoleer (4 @ 0 lbs)	-
Bedroll <In: Backpack/Hammock>	5lbs
Bracers of Armor, +2	1lb
Candle <In: Backpack/Hammock>	-
Cartographer kit	-
Case, map or scroll (1 @ 0 lbs) <In:	0.5lbs
Chalk, 1 piece <In: Eel Skin belt and pouch>	-
Cloak of Resistance, +1	1lb
Cold Iron Knuckles "Elf Puncher"	1lb
Dwarf Gas Mask	-
Eel Skin belt and pouch (4 @ 0 lbs)	-
Explorer's Outfit (Free)	-
Fishing hook & line <In: Eel Skin belt and pouch>	-
Holster, leg (4 @ 4 lbs)	-
Ioun Stone, Incandescent Blue Sphere	-
map, another <In: Case, map or scroll (1 @ 0 lbs)>	-
Masterwork Silver Dagger	1lb
Mogaba's captain's journal and El Dorado map <In:	-
Pewter Mug - encribed The Reaver Gang (worth 0 gp)	-
Potion of Cure Light Wounds	-
Potion of Cure Moderate Wounds <In: Bandoleer>	-
Potion of Detect Poison <In: Bandoleer>	-
Potion of Mount <In: Bandoleer>	-
Pouch, belt (empty)	0.5lbs
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Rations, trail (per day) x6 <In: Backpack/Hammock>	1lb
Ring of Protection, +2	-
Rope, silk (50 ft.) <In: Backpack/Hammock>	5lbs
Sack (empty) <In: Backpack/Hammock>	0.5lbs
Sand Spider Treasure Map <In: Backpack/Hammock>	-
Scrimshaw kit <In: Eel Skin belt and pouch>	-
Sewing needle & thread <In: Eel Skin belt and pouch>	-
Shock Tooth	6lbs
Shuriken x10	0.1lbs
Silver Siangham	1lb
Soap & horsehair brush <In: Backpack/Hammock>	-
Sunrod x4 <In: Holster, leg>	1lb

Shuriken

Mainhand: **+6, 1d2+3** Crit: 20/x2
Rng: 10'
Ranged: **+6, 1d2+3** Light, P, Monk

Silver Siangham

Mainhand: **+6, 1d6+2** Crit: 20/x2
Light, P, Monk

Unarmed Strike

Mainhand: **+8, 1d8+6** Crit: 20/x2
Light, B, Nonlethal

Experience & Wealth

Experience Points: **30000/23000**
Current Cash: **4 PP, 1458 GP, 31 SP**

Special Abilities

AC Bonus +7

When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels

Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

Fast Movement (+10')

At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed. By spending 1 point from his ki pool, he can increase his speed by 20 feet for 1

Flurry of Blows +3/+3 (Ex)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so he may make one additional attack using any combination of unarmed strikes or attacks with a special monk weapon (kama, nunchaku,

High Jump (+5) (Ex)

At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By

Ki Defense (Su)

A monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round.

Ki Pool (Su)

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier. As long as he has at least

Ki Strike, Magic (Su)

At 4th level, ki strike allows a monk's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

Maneuver Training (Ex)

For the purpose of calculating CMB, you add your full monk levels, rather than 3/4 of your monk levels.

Purity of Body (Ex)

At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases.

Slow Fall 20' (Ex)

At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to

Still Mind (Ex)

A monk of 3rd level or higher gains a +2 bonus on saving throws against enchantment spells and effects.

Stunning Fist (Stun, Fatigue) (Ex)

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning

Unarmed Strike (1d8)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing

Tracked Resources

Action Points

Ki Pool (Su)

Masterwork Silver Dagger

Potion of Cure Light Wounds

Potion of Cure Moderate Wounds

Potion of Detect Poison

Potion of Mount

Shock Tooth

Tracked Resources

Shuriken

Stunning Fist (5/day) (DC 19)

Languages

Aklo (Snakeman)
Chelish

Orc

Background

Description...: Green eyes, bald, jet black Fu Manchu-style moustache, Mwangi, scar tattoos (right arm - beating anatomical heart, left arm – a tiger's paw raking, various tribal markings on chest and face). Wears a vest stylized to look like a tiger's head and britches adorned with colorful shells, pieces of glass, and coins (yes, there are streaks of rust). He has a quiver of javelins across his back. His feet are bare. nort (left calf), Cyphergate symbol (off-center forehead)(pincer in coppery metallic ink).

Fists of Basalt (Way of the Warrior)

Patron? - Mama Wattana. Only women can summon MW, and then only women she approves of.

Loot: Giant Pumpkin (laminated), Bronze Sign (Brazen Apple).

Waterproof Trunk (from ViperWall): pimped out Han-bo, Boss Gask's necklace (350gp), Scrag tusk, 10 man tent (50lbs, allows fire), Kavhe 10lbs, pot/grinder, Bronze Spiked Gauntlet (from ViperWall), Serpentman dinner ware (mouse holder), Heat Stone (fist size, torch light, heat 10'), manacles*2, manacles(mw)*2, 10' chain, lock*2 (average), Noble's outfit, rune encrusted ritual scimitar from the Dead Tree altar.

4 horse choppers, 8 dog slicers

Black Finn's nautical charts for Chelix & Varisia.

Sand Spider Treasure Map - Varisian nautical chart shows an unknown island with ship wreck and back-story.

Purchased extra charts showing how to get us there (island on inside of western island chain of Varisian Gulf; 3-7 days).

Oleg Waldenkresh
Walter Krooge

Famous Martial Artist: Davos, Fat Cobra, Dog Brother, Tiger's Beautiful Daughter, Bride of Nine Spiders, Prince of Orphans.

Maneuvers

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Diamond Saw Knife-Hand
Elbow of a Thousand Agonies
Flying Monkey Flip Kick
Giant Squid Spine Squeeze
Hell's Dentist
Backhand of the Buddha
Palm Heel to Haunt Your Dreams
The Blessing of Many Fractures
Shark Fist Face Smash
Krakatoa Tigerstrike
South Alabama Shin Stomp
Bite of the Rabid Fang
White Crane Swift Kick
Double Lotus Strike
Aroma of the Golden Knuckle
Volcano of Blood
The Unforgiving Blade
Standard Issue Punch
Total Spinal Devastation
Beautiful Corpse
Jawsnapper in Twilight