

Sindawe H'Kilata Narr

Male Human Monk 4 - CR 3

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	+5	
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)	+10	=	+4	+5	+1		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 24	=	+2		+3			+2	+1	+6

Touch AC	22	Flat-Footed AC	20
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CM Bonus	Total	BAB	Strength	Size	Misc
+7	=	+3	+3	-	-

CM Defense	Total	BAB	Strength	Dexterity	Size
28	=	10	+3	+3	+3

HP	Total	Damage / Current HP
40		

Base Attack	+3	Initiative	+3
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Speed	30 / 40 ft
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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	Misc
Acrobatics	+10	DEX (3)	4	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+7	STR (3)	1	
Craft: Scrimshaw	+2	INT (0)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+5	WIS (5)	-	
Intimidate	+4	CHA (0)	1	
Knowledge: History	+4	INT (0)	1	
Knowledge: Religion	+4	INT (0)	1	
Linguistics	+2	INT (0)	2	
Perception	+12	WIS (5)	4	
Profession: Sailor	+9	WIS (5)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+9	WIS (5)	1	
Stealth	+7	DEX (3)	1	
Survival	+5	WIS (5)	-	
Swim	+8	STR (3)	2	

Feats, Traits & Flaws

Deflect Arrows

Deflect an incoming arrow once per round.

Dodge

+1 AC.

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 (4/day) (DC 17)

You can stun an opponent with an unarmed attack.

Toughness +4

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.

Special Abilities

AC Bonus +6

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

Gear

Total Weight Carried: 49/230lbs, Light Load
(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)

Alchemist's fire (flask) x2 <In: Bandoleer>	1lb
Amulet of Mighty Fists +1	-
Antitoxin (vial) <In: Bandoleer>	-
Backpack/Hammock	-
Bag of ammo - 4 bullets, 14 sling stones, 14 arrows, 18	-
Bandoleer	-
Bedroll <In: Backpack/Hammock>	5lbs
Bracers of Armor, +2	1lb
Candle <In: Backpack/Hammock>	-
Case, map or scroll (2 @ 0 lbs) <In:	0.5lbs
Chalk, 1 piece <In: Pouch, belt (1 @ 0 lbs)>	-
Cloak of Resistance, +1	1lb
Cold Iron Knuckles "Elf Puncher"	1lb
Explorer's Outfit (Free)	-
Fishing hook & line <In: Pouch, belt (1 @ 0 lbs)>	-
Holster, leg	-
Holy water (flask) x2 <In: Bandoleer>	1lb
journal, Mogaba's <In: Backpack/Hammock>	-
map, another <In: Case, map or scroll (2 @ 0 lbs)>	-
map, Mogaba's El Dorado <In: Case, map or scroll (2 @ 0-	-
Masterwork Silver Dagger	1lb
Noble's outfit <In: Backpack/Hammock>	10lbs
Potion of Cure Light Wounds	-
Potion of Cure Moderate Wounds	-
Potion of Flame Arrow	-
Pouch, belt (1 @ 0 lbs)	0.5lbs
Pouch, belt (1 @ 0 lbs)	0.5lbs
Pouch, belt (1 @ 0 lbs)	0.5lbs
Pouch, belt (1 @ 0 lbs)	0.5lbs
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: Pouch, belt (1 @ 0 lbs)>	-
Scroll: Detect Poison	-
Scroll: Mount	-
Sewing needle & thread <In: Pouch, belt (1 @ 0 lbs)>	-
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: **12000/15000**
 Current Cash: **127 GP**
 Prestige Award: **0 / 0**

Special Abilities

Flurry of Blows +2/+2 (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,

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.

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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Ki Pool (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Masterwork Silver Dagger	<input type="checkbox"/>
Potion of Cure Light Wounds	<input type="checkbox"/>
Potion of Cure Moderate Wounds	<input type="checkbox"/>
Potion of Flame Arrow	<input type="checkbox"/>
Shock Tooth	<input type="checkbox"/>
Shuriken	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Stunning Fist (4/day) (DC 17)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Chelish	Polygot
Common	Snakeman tongue
Orc	

Background

The Bonuwat people of the Mwangi Expanse worship a variant form of Gozreh, a janiform amalgam with Desna, whom they call Shimye-Magalla.

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

Mama Wattana, snake tattoo, tattoo for Magnamar

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, 10' chain, lock*2 (average), 4 horse choppers, 8 dog slicers

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
Vaulting Mantis Spine-Snap
Hell's Unfurling Hurricane

Sex Maneuvers

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Tongue of a Thousand Passions
Nine Suns Nipple Clamp
Kiss of the Buddha's Palm
Kneading the Golden Dough
The Peddling Tortoise
The Eight-Form Lotus Flower
The Wheelbarrow of the Gods
Heaving Tiger Love Tug
Tantric Thunder Thrust
Tijuana Two-Step
The Tickle to End All Time