

## Sindawe H'Kilata Narr

### Male Human (Mwangi) Monk 7 - CR 6

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

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+8</b>	=	<b>+5</b>	<b>+1</b>	<b>+2</b>		
			Still Mind: +2 vs. enchantment spells and effects				
<b>REFLEX</b> (DEXTERITY)	<b>+10</b>	=	<b>+5</b>	<b>+3</b>	<b>+2</b>		
			Still Mind: +2 vs. enchantment spells and effects				
<b>WILL</b> (WISDOM)	<b>+13</b>	=	<b>+5</b>	<b>+6</b>	<b>+2</b>		
			Still Mind: +2 vs. enchantment spells and effects				

Damage Resistance, Electricity (20)		Immunity to Disease								
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
<b>AC</b>	<b>25</b>	=	<b>+2</b>		<b>+3</b>			<b>+2</b>	<b>+1</b>	<b>+7</b>
<b>Touch AC</b>	<b>23</b>									
<b>CM Bonus</b>	<b>+10</b>	=	<b>+5</b>	<b>+3</b>						
			+12 Grappling; +12 Tripping							

CM Defense	Total		BAB	Strength	Dexterity	Size
<b>CM Defense</b>	<b>31</b>	=	<b>10</b>	<b>+5</b>	<b>+3</b>	<b>-</b>
			33 vs. Grapple; 33 vs. Trip			
<b>Base Attack</b>			<b>+5</b>			
<b>Initiative</b>			<b>+3</b>			
<b>Speed</b>			<b>30 / 50 ft</b>			

### Cold Iron Knuckles "Elf Puncher"

Mainhand: **+10, 1d3+4**

Crit: x2  
Light, B

### Masterwork Silver Dagger

Mainhand: **+9, 1d4+2**

Crit: 19-20/x2  
Rng: 10'  
Light, P/S

Ranged: **+9, 1d4+2**

### Shock Tooth (silver)

Both Hands: **+9, 1d8+4+1d6**  
**electricity**

Crit: x3  
Rng: 20'  
2-Hand, P, Brace

Ranged, Both Hands: **+9,**  
**1d8+4+1d6 electricity**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+13</b>	DEX (3)	7	
		Speed greater than 30' : +8 jump, High Jump : +7 to jump		
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+1</b>	CHA (0)	-	
<b>Climb</b>	<b>+12</b>	STR (3)	1	
<b>Craft (Scrimshaw)</b>	<b>+2</b>	INT (0)	1	
<b>Diplomacy</b>	<b>+1</b>	CHA (0)	1	
<b>Disguise</b>	<b>+0</b>	CHA (0)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+3</b>	DEX (3)	-	
<b>Heal</b>	<b>+6</b>	WIS (6)	-	
<b>Intimidate</b>	<b>+8</b>	CHA (0)	5	
<b>Knowledge (history)</b>	<b>+4</b>	INT (0)	1	
<b>Knowledge (religion)</b>	<b>+4</b>	INT (0)	1	
<b>Linguistics</b>	<b>+4</b>	INT (0)	4	
<b>Perception</b>	<b>+15</b>	WIS (6)	6	
		Spyglass: only -1/20' while using a spyglass, instead of -1/10'		
<b>Perform (oratory)</b>	<b>+5</b>	CHA (0)	2	
<b>Profession (Cartographer)</b>	<b>+10</b>	WIS (6)	1	
<b>Profession (clerk)</b>	<b>+10</b>	WIS (6)	1	
<b>Profession (sailor)</b>	<b>+11</b>	WIS (6)	2	
<b>Ride</b>	<b>+7</b>	DEX (3)	1	
<b>Sense Motive</b>	<b>+10</b>	WIS (6)	1	
<b>Stealth</b>	<b>+8</b>	DEX (3)	2	
<b>Survival</b>	<b>+6</b>	WIS (6)	-	
<b>Swim</b>	<b>+13</b>	STR (3)	2	

## Feats, Traits & Flaws

[N/A] **Blind-Fight** (Ioun stone (incandescent blue)  
Re-roll misses because of concealment, other benefits.

### 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 don't provoke attacks of opportunity when grappling a foe.

### Improved Trip

You don't provoke attacks of opportunity when tripping.

### Improved Unarmed Strike

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

### Ki Throw

Trips can put the target in any square you threaten.

### 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 (7/day) (DC 19)

You can stun an opponent with an unarmed attack.

## Feats, Traits & Flaws

### Toughness +7

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.

## Shuriken

Ranged: **+8, 1d2+3**

Crit: x2

Ranged Flurry: **+8/+8/+3, 1d2+3**

Rng: 10'

Light, P, Monk

## Silver Siangham

Mainhand: **+8, 1d6+2**

Crit: x2

Flurry: **+8/+8/+3, 1d6+2**

Light, P, Monk

## Spiked Gauntlet (Orichalcum)

Mainhand: **+9, 1d4+4**

Crit: x2

Light, P

## Unarmed strike

Mainhand: **+10, 1d8+6**

Crit: x2

Flurry: **+10/+10/+5, 1d8+6**

Light, B, Nonlethal

## Gear

**Total Weight Carried: 70/230lbs, Light Load (Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

Amulet of mighty fists +1	-
Backpack/Hammock (7 @ 11 lbs)	-
Bag of holding I (empty)	15 lbs
Bandoleer (1 @ 0 lbs)	-
Bedroll <In: Backpack/Hammock>	5 lbs
Belt pouch (empty)	0.5 lbs
Belt pouch (empty)	0.5 lbs
Belt pouch (empty)	0.5 lbs
Belt pouch (empty)	0.5 lbs
Bracers of armor +2	1 lb
Candle <In: Backpack/Hammock>	-
Cartographer kit	-
Chalk <In: Eel Skin belt and pouch>	-
Cloak of resistance +2	1 lb
Cold Iron Knuckles "Elf Puncher"	1 lb
Cold weather outfit	7 lbs
Crystal ball	7 lbs
Dwarf Gas Mask	-
Eel Skin belt and pouch (4 @ 0 lbs)	-
Elixir of swimming	-
Elixir of vision	-
Explorer's Outfit (Free)	-
Fishing hook & line <In: Eel Skin belt and pouch>	-
Gloves of swimming and climbing	-
Holster, leg (4 @ 4 lbs)	-
loun stone (incandescent blue sphere)	-
map, another <In: Scroll case (1 @ 0 lbs)>	-
Masterwork Silver Dagger	1 lb
Mogaba's captain's journal and El Dorado map <In:	-
Pewter Mug - enscribed The Reaver Gang (worth 0 gp)	-
Potion of cure light wounds x3	-
Potion of Detect Poison <In: Bandoleer>	-
Potion of Dimension Door	-
Potion of endure elements	-

## Experience & Wealth

Experience Points: **39800/51000**

Current Cash: **4 PP, 20424 GP, 6 SP, 8 CP**

## Gear

**Total Weight Carried: 70/230lbs, Light Load (Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

Potion of enlarge person	-
Potion of reduce person	-
Ring of counterspells	-
Ring of electricity resistance (major)	-
Ring of protection +2	-
Sack (empty) <In: Backpack/Hammock>	0.5 lbs
Salve of slipperiness	-
Scholar's outfit	6 lbs
Scrimshaw kit <In: Eel Skin belt and pouch>	-
Scroll case (1 @ 0 lbs) <In: Backpack/Hammock>	0.5 lbs
Sewing needle & thread <In: Eel Skin belt and pouch>	-
Shock Tooth (silver)	6 lbs
Shuriken x10	0.1 lbs
Silk rope <In: Backpack/Hammock>	5 lbs
Silver Siangham	1 lb
Soap & horsehair brush <In: Backpack/Hammock>	-
Spiked Gauntlet (Orichalcum)	1 lb
Spyglass	1 lb
Sunrod x4 <In: Holster, leg>	1 lb
Waterskin	4 lbs

## 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 (+20')

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 +5/+5/+0 (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,

### [N/A] Ghost touch

A *ghost touch* weapon deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature's 50% reduction in damage from corporeal sources does not apply to attacks made against it with *ghost*

### High Jump (+7/+27 with Ki point) (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.

### Ki Strike, Cold Iron/Silver (Su)

At 7th level, a monk's unarmed strikes count as cold iron and silver for the purposes of overcoming damage reduction.

### 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.

## Special Abilities

### Maneuver Training (Ex)

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

### [N/A] Menacing

This ability can only be placed on a melee weapon. This weapon property helps allies deal with flanked foes. When the wielder is adjacent to a creature that is being flanked by an ally, the flanking bonus on attack rolls for all flanking allies

### Purity of Body (Ex)

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

### Slow Fall 30' (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 reduce

### 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 Fist. This

### 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 as an off-hand

### Wholeness of Body (7 Hp/use) (Su)

At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his ki pool.

## Tracked Resources

Action Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Elixir of swimming	<input type="checkbox"/>
Elixir of vision	<input type="checkbox"/>
Ki Pool (Su)	<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of Detect Poison	<input type="checkbox"/>
Potion of Dimension Door	<input type="checkbox"/>
Potion of endure elements	<input type="checkbox"/>
Potion of enlarge person	<input type="checkbox"/>
Potion of reduce person	<input type="checkbox"/>
Salve of slipperiness	<input type="checkbox"/>
Shock Tooth (silver)	<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"/>
Stunning Fist (7/day) (DC 19)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Aklo (Snakeman)  
Azlanti  
Chelish

Orc  
Polyglot

## Background

Flurry of Blows:

+10/+10/+5 for 1d8+6(or +7)

Sextant is +4, Astrolab is +2, +2 from Mace Venjim, and +6 from maps.

Bosun's plank: ship's repair (4d6) one time.

2 random Azlanti glyph thingeese.

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. Port (left calf), Cyphergate symbol (off-center forehead)(pincer in coppery metallic ink).

Crew:

Capt - Sindawe

Quartermaster - Serpent

Bosun - Tommy

Gunner - Wogan

Dropped off at Sandpoint: Darthos - entertainer, Leorah (mom/ex-harem slave), Nitzah (7yr girl)

Left on Slave Island: Terrahas (ratman porter)

FISTS OF BASALT: Years of smashing your fists against volcanic rock and driving them into bowls of pebbles have turned them into terrible weapons capable of raining punishing blows upon an enemy.

Prerequisites: Improved Unarmed Strike

Benefit: As long as both of your hands are free, you add a +2 training bonus to damage on all unarmed attacks.

Additionally, whenever you score a critical hit with your fists you add double your Con bonus to the damage as well.

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.

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).

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