

## Fire-Eye Sang

Male vanara fighter 4/monk 4 (free hand fighter, master of many styles)

LE Medium humanoid (vanara)

**Init** +4; **Senses** low-light vision; Perception +17

**Languages** Aklo, Common, Vanaran

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### DEFENSE

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**AC** 30, touch 24, flat-footed 24 (+4 armor, +4 Dex, +2 deflection, +1 dodge, +2 monk, +2 natural, +5 Wis)

**hp** 65 (8 HD)

**Fort** +10, **Ref** +10, **Will** +11; +2 vs. enchantment

**Defensive Abilities** evasion

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### OFFENSE

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**Speed** 40 ft. (8 squares), climb 20 ft., swim 30 ft.

**Melee** unarmed strike +13/+8 (1d10+6) or  
unarmed strike +11/+6 (1d10+10) with Power Attack, or  
kama +10/+5 (1d6+3)

**Ranged** composite longbow +10/+5 (1d8/×3)

**Special Attacks** stunning fist (5/day, DC 17), unarmed strike (1d10)

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### STATISTICS

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**Abilities** Str 16 (+3), Dex 18 (+4), Con 13 (+1), Int 15 (+2), Wis 20 (+5), Cha 10 (+0)

**Base Atk** +7; **CMB** +11 (+15 with trip); **CMD** 33 (37 vs. bull rush, 38 vs. trip); **Hero Points** 1

**Feats** Combat Expertise, Combat Reflexes (5 AoO's/round), Crane Riposte<sup>B</sup>, Crane Style<sup>B</sup>, Crane Wing, Greater Trip, Improved Trip<sup>B</sup>, Power Attack<sup>B</sup> (−2 attack, +2/+4/+6 damage), Stunning Fist<sup>B</sup>, Vicious Stomp<sup>B</sup>

**Skills** Acrobatics +17, Climb +16, Craft (carpentry) +7, Craft (shipbuilding) +8, Knowledge (religion) +6, Perception +17, Profession (sailor) +17 (reroll 1/week), Stealth +17, Swim +19; **Racial Bonuses** +2 Acrobatics, +2 Stealth

**SQ** elusive, fuse style, ki pool (5 points, magic), slow fall 20 ft., traits (Besmara's blessing, bullied), whitecap

**Combat Gear** alchemist's fire, arrows (18), marbles (8), *potions/oils* (*goodberry*, *magic fang*, *remove fear*);

**Other Gear** +1 *guided amulet of mighty fists* (doubles as *amulet of natural armor* +2), +1 *keen falcata* (not carried), ancient mariner's deep platinum necklace, *belt of giant strength* +2, *bracers of armor* +4, *cloak of resistance* +1, compass, composite longbow, false eye-patch, fishing net, flask, flint and steel, grappling hook, *helm of underwater action*, kamas (2), *headband of mental superiority* +2 (stealth), lucky rabbit's foot, masterwork silver dagger, *monk's robes*, *ring of protection* +2, *shackles of compliance*, signal horn, silk rope (50-foot length), soap (½ lb.), tanglefoot bag, tender (3,748gp, 8sp, 4cp)

**Encumbrance** light 58 lb., medium 116 lb., heavy 175 lb.; **Weight Carried** 56 lb. 12 oz. (excluding tender)



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## SPECIAL ABILITIES

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**AC Bonus (Ex)** When unarmored and unencumbered, you add your Wisdom bonus +0 to your AC and your CMD (included above). These bonuses to AC apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, or when you carry a shield or medium or greater load.

**Besmara's Blessing** You gain a +1 trait bonus on Perception and Profession (sailor) checks. In addition, once per week you can reroll a Profession (sailor) check and take the higher result (you must announce that you are using this ability before the results of the check are known).

**Bullied** You gain a +1 trait bonus on attacks of opportunity attack rolls made with unarmed strikes.

**Elusive (Ex)** At 3rd level, a free hand fighter gains a +1 dodge bonus to AC.

**Evasion (Ex)** You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can be used only if you are wearing light armor or no armor. You do not gain the benefit of evasion while helpless.

**Fuse Style (Ex)** You can fuse two of the styles you know into a more perfect style. You can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when you switch to another style feat, you can choose one style whose stance is already active to persist. You may only have two style feat stances active at a time.

**Ki Pool (Su)** You gain ki points equal to half your monk level + your Wis modifier. As long as you have at least 1 point in your ki pool, you can make a ki strike. Your ki strike allows your unarmed attacks to be treated as magic and lawful weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a flurry of blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

**Slow Fall (Ex)** When within arm's reach of a wall you can use it to slow your descent. You take damage as if the fall were 20 feet shorter than it actually is.

**Stunning Fist (Ex)** You gain Stunning Fist as a bonus feat, even if you do not meet the prerequisites.

**Unarmed Strike** You gain Improved Unarmed Strike as a bonus feat. Your attacks may be with fist, elbows, knees, and feet. This means that you may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for you. You may apply your full Strength bonus on damage rolls for all of your unarmed strikes. Usually your unarmed strikes deal lethal damage, but you can choose to deal nonlethal damage instead with no penalty on your attack roll. You have the same choice to deal lethal or nonlethal damage while grappling. Your unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. You deal more damage with your unarmed strikes than a normal person would, as shown above.

**Whitecap** You gain a +4 racial bonus to CMD when resisting a bull rush or trip.