

## Noka Muun

*"You best move on out of my way if you know what's good for ya' darlin'."*

An android refugee, Noka suffered for years at the hands of the relentless and savage barbarian tribes and their anti-technology doctrines, as well as at the hands of the ever-curious mad techno surgeons within the Technic League. Escaping captivity more than once, Noka eventually fled west from the Numeria wastelands until there was no more land on which for him to run; then he just kept on going. Noka ultimately became a ruthless pirate, sailing his way southward to the Shackles—a personal paradise which provided him ample opportunities to vent his bitter rage upon others.

No dashing swashbuckler, Noka Muun might best be described as a dastard in search of a crime. Widely regarded as a cold-hearted villain, Noka is not well-liked by anyone. Lacking the charm of a true leader, he instead relies on intimidation and money to raise vicious gangs of cutthroat pirates and violent criminals for as long as he can hold onto them. When he's able, he leads small fleets on pirate raids by land and sea; hires his ships out for mercenary contracts; and dabbles in assassination, extortion, ransom, and smuggling as well. The warrants that authorities and victims try to put out for his arrest (or death) frequently go unsigned thanks to a few well-placed bribes.

Though much of his circuitry tattoos are concealed by body wraps and intricate gang tattoos, making him appear largely human, his glowing red cybernetic eye leaves no mistake that he isn't altogether human—a mystery he often capitalizes on to better intimidate the superstitious thugs that commonly surround him. His ability to turn hapless victims into smoldering piles of ash with a powerful eye beam certainly doesn't serve to diminish his fearsome reputation either.

Known primarily for his cold personality and vicious and unpredictable fighting style, Noka has grown increasingly infamous for his excessive cruelty. Many are the stories in which he slowly carved his prisoners with his many knives or choked the life out of them with his bare hands. However, he is most famous for his ability to perform an aerial tuck and roll maneuver, violently launching himself through the air like a cannon ball, knocking wayward victims aside like bowling pins. Many a sailor has drowned after suddenly being thrown from their ship by just such a charge—an ability granted to Noka by a second unseen cybernetic implant forced upon him by the mad techno surgeons within the Technic League in Numeria.



# Noka Muun

Android brawler 9

LE Medium humanoid (android)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

**Languages** Common, Dwarven, Gnome

---

## DEFENSE

---

**AC** 21, touch 15, flat-footed 16 (+6 armor, +3 Dex, +2 dodge)

**hp** 97 (9 HD)

**Fort** +10, **Ref** +10, **Will** +4; +4 vs. mind-affecting, paralysis, poison, and stun effects

**Defensive Abilities** constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, poison, sleep

---

## OFFENSE

---

**Speed** 30 ft. (6 squares)

**Melee** unarmed strike +15/+10 (1d10+6) or  
unarmed strike +13/+13/+8/+8 (1d10+6) with Brawler's Flurry

**Ranged** mwk throwing knife +13/+8 (1d8+5/19-20) or  
mwk throwing knives +11/+11/+6/+6 (1d8+5/19-20) with Brawler's Flurry

**Special Attacks** brawler's flurry (improved two-weapon fighting), brawler's strike (cold iron, magic, silver), close weapon mastery (1d8), knockout 1/day (DC 19), maneuver training (grapple +2, bull rush +1), nanite surge +12, unarmed strike (1d10)

---

## STATISTICS

---

**Abilities** Str 20 (+5), Dex 16 (+3), Con 16 (+3), Int 12 (+1), Wis 10 (+0), Cha 8 (−1)

**Base Atk** +9; **CMB** +14 (+21 bull rush [roll twice], +20 grapple); **CMD** 29 (34 vs. bull rush, 33 vs. grapple)

**Feats** Chokehold<sup>B</sup>, Dirty Fighting, Greater Bull Rush, Greater Grapple<sup>B</sup>, Improved Bull Rush, Improved Grapple<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Power Attack (−3 attack; +3/+6/+9 damage), Quick Bull Rush

**Skills** Acrobatics +14, Climb +16, Escape Artist +14, Intimidate +11, Perception +10, Profession (sailor) +7, Sense Motive −4, Swim +16; **Armor Check Penalty** −1; **Racial Modifiers** +2 Perception, −4 Sense Motive

**SQ** brawler's cunning, emotionless, martial flexibility 7/day (2 feats), martial training

**Combat Gear** fuse grenades (12), tindertwigs (12); **Other Gear** +2 *martial arts padding* (as leather lamellar), *amulet of mighty fists* +1, bandolier, *cloak of resistance* +1, cybernetic eye laser (functionally identical to a *minor crown of blasting*, see below), cybernetic launch suite (functionally identical to *pauldrons of the bull* and a *minotaur belt*, see below), masterwork throwing knives (5, as daggers; each with versatile design [close] modification), tender (87gp, 5sp), *wraps of the skilled maneuver* (bull rush, as gauntlets of the same name)

**Encumbrance** light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 44 lb. (excluding tender)

---

## SPECIAL ABILITIES

---

**AC Bonus (Ex)** While wearing light or no armor, you gain a +2 dodge bonus to AC and CMD. These bonuses to AC apply against touch attacks. You lose these bonuses while immobilized or helpless, wearing medium or heavy armor, using a shield, or carrying a medium or heavy load.

**Brawler's Cunning (Ex)** If your Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

**Brawler's Flurry (Ex)** You can make a brawler's flurry as a full-attack action. When doing so, you have the Two-Weapon Fighting and Improved Two-Weapon Fighting feats when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or weapons with the "monk" special feature. You do not need to use two different weapons to use this ability. You apply your full Strength modifier to your damage rolls for all attacks made with brawler's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. You can substitute disarm, sunder, and trip



combat maneuvers for unarmed attacks as part of brawler's flurry. You can't use natural weapons as part of brawler's flurry, nor can you make natural weapon attacks in addition to your brawler's flurry attacks.

**Brawler's Strike (Ex)** Your unarmed strikes are treated as cold iron, silver, magic weapons for the purpose of overcoming damage reduction.

**Close Weapon Mastery (Ex)** Your damage with close weapons increases. When wielding a close weapon, you use the unarmed strike damage of a brawler 4 levels lower instead of the base damage for that weapon. If the weapon normally deals more damage than this, its damage is unchanged. This ability does not affect any other aspect of the weapon. You can decide to use the weapon's base damage instead of your adjusted unarmed strike damage—this must be declared before the attack roll is made.

**Constructed (Ex)** For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), you count as both a humanoid and a construct. You gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects. You can never gain morale bonuses, and are immune to fear effects and all emotion-based effects.

**Emotionless (Ex)** You have problems processing emotions properly, and thus take a –4 penalty on Sense Motive checks.

**Knockout (Ex)** Once per day you can unleash a devastating attack that can instantly knock a target unconscious. You must announce this intent before making your attack roll. If you hit and the target takes damage from the blow, the target must succeed at a Fortitude saving throw ( $DC = 10 + \frac{1}{2}$  your brawler level + the higher of your Strength or Dexterity modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability.

**Maneuver Training (Ex)** You gain a +2 bonus on combat maneuver checks when attempting to bull rush and a +2 bonus to your CMD when defending against bull rush combat maneuvers. You gain a similar bonus with grapple combat maneuvers, but only with a +1 bonus.

**Martial Flexibility (Ex)** You can take a move action to gain the benefit of two combat feats you don't possess, or a swift action to gain one combat feat you don't possess. This effect lasts for 1 minute. You must meet all the feats' prerequisites. You may use this ability a number of times per day equal to  $3 + \frac{1}{2}$  your brawler level (minimum 1). You can use this ability again before the duration expires in order to replace one of your two combat feat with another choice. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit. You may use one of these feats to meet a prerequisite of the second feat; doing so means that you cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward your daily uses of this ability.

**Martial Training (Ex)** You count your total brawler levels as both fighter levels and monk levels for the purpose of qualifying for feats. You also count as both a fighter and a monk for feats and magic items that have different effects based on whether the character has levels in those classes (such as Stunning Fist and a *monk's robe*). This ability does not automatically grant feats normally granted to fighters and monks based on class level, namely Stunning Fist.

**Nanite Surge (Ex)** Your body is infused with nanites. Once per day as an immediate action, you can cause your nanites to surge, granting a bonus equal to  $3 +$  your character level on any one d20 roll; this ability must be activated before the roll is made. When you use this power, your circuitry-tattoos glow with light equivalent to that of a torch for 1 round.

**Unarmed Strike** You gain Improved Unarmed Strike as a bonus feat and deal increased unarmed strike damage as shown above. You may attack with fists, elbows, knees, and feet. This means that you may make unarmed strikes with your hands full. You apply your full Strength modifier (not half) on damage rolls for all 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 modify either manufactured weapons or natural weapons.

## Unique Cybertech

Noka makes use of several unique cybertech devices (shown in more detail below) that he had implanted before fleeing Numeria. Per the crafting rules of the *Technology Guide*, there's no extra cost associated with technological items since they have extra weaknesses to go along with their advantages. The following cybertech items are essentially technological counterparts to existing magical items, and thus should be treated in all ways as their magical counterparts except where noted below and in the general rules for high-tech items found in the *Technology Guide*.

### CYBERNETIC EYE LASER

**Price** 6,480 gp; **Slot** eyes; **Weight** 1 lb.; **Install** DC 28; **Implantation** 2

A cybernetic eye laser allows its host to draw power from the sun and other passive sources to fire a powerful laser beam from their cybernetic eye. Once fired, the eye's internal power reserves are exhausted and need time to recharge. On command, this implant projects a blast of *searing light* (3d8 points of damage) once per day. The cybernetic eye laser in no way impedes or enhances its host's normal vision.

The listed price, implantation value, and install DC are for having one such eye installed. Installing a pair of cybernetic eye lasers costs twice the price with double the listed implantation value and allows two such blasts each day. In this case, the implants simultaneously fire two half-powered beams, one from each eye, at the same target (requiring only one attack roll and dealing damage as above).

Greater cybernetic eye lasers also exist, dealing 40 damage rather than 3d8. Greater cybernetic eye lasers have a base price of 23,760gp, and a crafting cost equal to half that. A cybernetic eye laser (or lasers) can be upgraded into its greater counterpart. Treat this as though the implant were being installed for the first time, but the cost is the difference between the greater variant and the standard one.

---

#### CONSTRUCTION

**Craft** DC 28; **Cost** 2,000 gp

Craft Cybertech, cybernetics lab

### CYBERNETIC LAUNCH SUITE

**Price** 21,000 gp; **Slot** body; **Weight** 10 lb.; **Install** DC 26; **Implantation** 8

A cybernetic launch suite consists of cyberfiber muscles, weak antigravity generators, and a series of micro thrusters. It enhances the host's strength and stability, and allows the user to launch themselves through the air with great force, easily knocking aside anyone in the way (without harm to the user of the implant). This suite grants the host a +2 enhancement bonus to Strength, and the ability to ignore difficult terrain while charging or making an overrun, bull rush, or trample attempt. When the host makes a bull rush combat maneuver, make the check twice and take the better result. Furthermore, the cybernetic launch suite grants a +2 enhancement bonus to CMD against bull rushes.

---

#### CONSTRUCTION

**Craft** DC 26; **Cost** 10,500 gp

Craft Cybertech, cybernetics lab