

# Kang Makhai

Male human monk 2/magus 18 (master of many styles, staff magus)

LN Medium humanoid

**Init** +6; **Senses** Perception +23

**Languages** Common, Draconic, Dwarven, Elven, Giant, Orc, Terran, Undercommon

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## DEFENSE

**AC** 46, touch 25, flat-footed 39 (+8 armor, +5 deflection, +6 Dex, +1 Dodge, +4 monk, +5 natural, +8 shield)

**hp** 240 (20 HD)

**Fort** +24, **Ref** +20, **Will** +22

**Defensive Abilities** evasion, reflection

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## OFFENSE

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

**Melee** +5 *quarterstaff* +28/+23/+18 (1d6+14) with one hand, or  
+5 *quarterstaff* +28/+23/+18 (1d6+18) with two hands, or  
+5 *quarterstaff* +24/+19/+14 (1d6+30) with two hands and Power Attack, or  
+5 *quarterstaff* +26/+21/+16 (1d6+14) and  
+5 *quarterstaff* +26/+21/+16 (1d6+9) with Greater Two-Weapon Fighting, or  
+5 *defending longspear* +28/+23/+18 (1d8+18/×3) or  
+5 *defending longspear* +24/+19/+14 (1d8+30/×3) with Power Attack, or  
+5 *defending longspear* +26/+21/+16 (1d8+14/×3) and  
unarmed strike +21/+16/+11 (1d8+4 plus stunning fist) with Greater Two-Weapon Fighting, or  
unarmed strike +22/+17/+12 (1d8+9 plus stunning fist)

**Ranged** +5 *adaptive composite longbow* +25/+20/+15 (1d8+14/×3)

**Special Attacks** arcane pool (16 points, +5 bonus), greater spell combat, spellstrike, stunning fist (7/day, DC 20)

**Magus Spells Prepared** (CL 18<sup>th</sup>; Concentration +25)

6<sup>th</sup> (4/day) – *chain lightning*, *contagious flame*<sup>APG</sup>, *disintegrate*, *freezing sphere*

5<sup>th</sup> (6/day) – *overland flight* (2), *teleport* (2), *wall of force* (2)

4<sup>th</sup> (12/day) – *fire shield* (4), *intensified lightning bolt* (4), *monstrous physique II*<sup>UM</sup> (4)

3<sup>rd</sup> (7/day) – *intensified defensive shock*<sup>UM</sup> (2), *slow* (2), *vampiric touch* (3)

2<sup>nd</sup> (7/day) – *acid arrow* (2), *intensified shocking grasp* (3), *mirror image* (2)

1<sup>st</sup> (8/day) – *grease*, *magic missile* (4), *true strike*, *vanish* (2)

0 (at will) – *arcane mark*, *detect magic*, *light*, *mage hand*, *prestidigitation*

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## STATISTICS

**Abilities** Str 28 (+9), Dex 22 (+6), Con 20 (+5), Int 24 (+7), Wis 16 (+3), Cha 8 (–1)

**Base Atk** +14; **CMB** +23 (+28 with personal weapons); **CMD** 45

**Feats** Cleave, Cleaving Finish, Combat Reflexes (7 AoO's/round), Crane Riposte, Crane Style<sup>B</sup>, Crane Wing, Dodge<sup>B</sup>, Dragon Style<sup>B</sup>, Great Cleave, Greater Two-Weapon Fighting<sup>B</sup>, Improved Cleaving Finish, Improved Two-Weapon Fighting<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Intensified Spell, Power Attack (–4 attack, +4/+8/+12 damage), Quarterstaff Master<sup>B</sup> (in light or no armor only), Quick Draw, Stunning Fist<sup>B</sup>, Two-Weapon Fighting<sup>B</sup>

**Skills** Acrobatics +29, Climb +32, Escape Artist +29, Fly +30, Intimidate +22, Knowledge (arcana) +30, Knowledge (history) +12, Knowledge (religion) +12, Perception +23, Spellcraft +30, Stealth +29, Swim +32

**SQ** fuse style (2 styles), knowledge pool (6 spells), magus arcane (arcane accuracy +7, empowered magic, maximized magic, reflection, quickened magic, wand wielder), spell recall

**Combat Gear** arrows (60), *potions of cure light wounds* (14); **Other Gear** +5 *adaptive composite longbow*, +5 *defending longspear*, *amulet of natural armor* +5, *belt of physical perfection* +6, *blessed book*, *boots of speed*, *bracers of armor* +8, *cloak of resistance* +5, *headband of mental prowess* +6 (Intelligence,



Wisdom; escape artist, fly, stealth), jewelry (50gp worth), *manual of gainful exercise* +2 (already read), *monk's robe*, *ring of protection* +5, *ring of wizardry IV*, smoking pipe (worth 1gp), spell component pouches (4), *staff of the Makhai* (10 charges, see below), tindertwigs (25), tobacco (2 lbs.), *tome of clear thought* +2 (already read)

**Spellbook** all magus spells in the *Core Rulebook*, *Advanced Player's Guide*, *Ultimate Combat*, and *Ultimate Magic*

**Encumbrance** light 400 lb., medium 800 lb., heavy 1,200 lb.; **Weight Carried** 53 lb.

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## **SPECIAL ABILITIES**

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**Arcane Accuracy (Su)** You can expend 1 point from your arcane pool as a swift action to grant yourself an insight bonus equal to your Intelligence bonus on all attack rolls until the end of your turn.

**Arcane Pool (Su)** You have a reservoir of mystical arcane energy that you can draw upon to fuel your powers and enhance your weapon. This arcane pool has a number of points equal to  $\frac{1}{2}$  your magus level (minimum 1) + your Intelligence modifier. The pool refreshes once per day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +5 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. These bonuses can be used to add any of the following weapon properties: dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal. Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time you use this ability. These bonuses do not function if the weapon is wielded by anyone other than you. You can only enhance one weapon in this way at one time. If you use this ability again, the first use immediately ends.

**Counterstrike (Ex)** Whenever an enemy within reach of you successfully casts a spell defensively, that enemy provokes an attack of opportunity from you after the spell is complete. This attack of opportunity cannot disrupt the spell.

**Empowered Magic (Su)** You can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the casting time or the level of the spell.

**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 when 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.

**Greater Spell Combat (Ex)** Whenever you use the spell combat ability, your concentration check bonus equals double the amount of the attack penalty taken.

**Improved Spell Combat (Ex)** When using the spell combat ability, you receive a +2 circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll.

**Improved Spell Recall (Su)** Whenever you recall a spell with spell recall, you expend a number of points from your arcane pool equal to  $\frac{1}{2}$  the spell's level (minimum 1). Furthermore, instead of recalling a used spell, as a swift action you can prepare a spell of the same level that you have in your spellbook. You do so by expending a number of points from your arcane pool equal to the spell's level (minimum 1). You cannot apply metamagic feats to a spell prepared in this way. You do not need to reference your spellbook to prepare a spell in this way.

**Knowledge Pool (Su)** When you prepare your magus spells, you can decide to expend 1 or more points from your arcane pool, up to your Intelligence bonus. For each point you expend, you can treat any one spell from the magus spell list as if it were in your spellbook and can prepare that spell as normal that day. If

you do not cast spells prepared in this way before the next time you prepare spells, you lose those spells. You can also cast spells added in this way using your spell recall ability, but only until you prepares spells again.

**Maximized Magic (Su)** You can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the casting time or the level of the spell.

**Quarterstaff Defense (Ex)** While wielding a quarterstaff, you gain a shield bonus to your Armor Class equal to the enhancement bonus of the quarterstaff +3, including any enhancement bonus on that staff from your arcane pool class feature.

**Quarterstaff Master (Ex)** You gain the Quarterstaff Master feat as a bonus feat, even if you do not meet the normal prerequisites. You only gain the benefit of this feat when wearing no armor or light armor.

**Quickened Magic (Su)** You can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the casting time or the level of the spell.

**Reflection (Su)** You can sacrifice 1 or more points from your arcane pool as an immediate action to reflect a spell back at its caster. This functions as spell turning, but only if the targeted spell is of a level equal to or lower than the number of points expended. If insufficient points are expended, they instead grant an insight bonus on any saving throws allowed by the spell, equal to the number of points spent.

**Spell Combat (Ex)** You've learned to cast spells and wield weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, you must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, you can make all of your attacks with your melee weapon at a –2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If you cast this spell defensively, you can decide to take an additional penalty on your attack rolls, up to your Intelligence bonus, and add the same amount as a circumstance bonus to your concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. You can choose to cast the spell first or make the weapon attacks first, but you cannot cast the spell in between weapon attacks.

**Spell Recall (Su)** With a swift action you can recall any single magus spell that you have already prepared and cast that day by expending a number of points from your arcane pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

**Spellstrike (Su)** Whenever you cast a spell with a range of "touch" from the magus spell list, you can deliver the spell through any weapon you are wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, you can make one free melee attack with your weapon (at your highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If you make this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

**Staff Weapon (Su)** You treat any magical staff you are wielding as a magical quarterstaff with an enhancement bonus to attack and damage equal to the staff's caster level divided by 4 (minimum +1). The staff must have at least 1 charge for you to use this ability. You can restore 1 charge to a staff by expending a number of points from your arcane pool equal to the level of the highest-level spell cast in the staff, as long as at least one spell in the staff is on the magus spell list. You cannot restore charges to more than one staff per day.

**Wand Wielder (Su)** You can activate a wand or staff in place of casting a spell when using spell combat.

## Kang Makhai (Calikang form, as above except as follows...)

LN Large humanoid

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +23

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### DEFENSE

**AC** 48, touch 23, flat-footed 42 (+8 armor, +5 deflection, +5 Dex, +1 Dodge, +4 monk, +9 natural, +8 shield, –1 size)

**Fort** +24, **Ref** +19, **Will** +22

**Defensive Abilities** evasion, reflection; **Resist** electricity 20 (only if *monstrous physique IV* is used)

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### OFFENSE

**Melee** +5 *quarterstaff* +29/+24/+19 (1d8+21) with two hands, or  
+5 *quarterstaff* +25/+20/+15 (1d8+33) with two hands and Power Attack, or  
+5 *defending longspear* +29/+24/+19 (2d6+21/×3) or  
+5 *defending longspear* +25/+20/+15 (2d6+33/×3) with Power Attack, or  
+5 *quarterstaff* +27/+22/+17 (1d8+16) and  
+5 *quarterstaff* +27/+22/+17 (1d8+10) and  
5 slams +19 (1d6+5) with Greater Two-Weapon Fighting, or  
+5 *quarterstaff* +25/+20/+15 (1d8+16) and  
+5 *defending longspear* +25/+20/+15 (2d6+10) and  
3 slams +19 (1d6+5) with Greater Two-Weapon Fighting, or  
unarmed strike +24/+19/+14 (2d6+11 plus stunning fist), or  
6 slams +22 (1d6+8)

**Ranged** +5 *adaptive composite longbow* +23/+18/+13 (2d6+16/×3)

**Space** 10 feet; **Reach** 10 feet (20 feet with long spear)

**Special Attacks** as above, plus breath weapon (60-foot line, 14d6 energy damage, Reflex DC 23 half, usable 1/day; only available if *monstrous physique IV* is used)

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### STATISTICS

**Abilities** Str 32 (+11), Dex 20 (+5), Con 20 (+5), Int 24 (+7), Wis 16 (+3), Cha 8 (–1)

**Base Atk** +14; **CMB** +26 (+31 with personal weapons); **CMD** 47

**Skills** Acrobatics +29, Climb +34, Escape Artist +28, Fly +27, Intimidate +22, Knowledge (arcana) +30, Knowledge (history) +12, Knowledge (religion) +12, Perception +23, Spellcraft +30, Stealth +24, Swim +34

**Encumbrance** light 1,384 lb., medium 2,768 lb., heavy 4,160 lb.; **Weight Carried** 78 lb.

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### STAFF OF THE MAKHAI

**Aura** Strong Transmutation; **CL** 20<sup>th</sup>

**Slot** –; **Price** 85,000 gp; **Weight** 5 lb.

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### DESCRIPTION

A powerful weapon carved from the finger bone of a titan, this staff was created by Kang's ancestors long ago to aid them in the destruction of their enemies. Thought lost with the destruction of their homeland, Kang succeeded in recovering the ancient weapon from the annals of history. This magical staff possesses the following spells:

- *enlarge person* (1 charge)
- *monstrous physique IV* (2 charges)
- *transformation* (3 charges)

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### CONSTRUCTION

**Requirements** Craft Staff, *enlarge person*, *monstrous physique IV*, *transformation*; **Cost** 45,000 gp

