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## Rice: Nagaji (reptilian) (ARG-196) Coast Flativiants, Audicolandario Frativiants Dodge +1 AC Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Statistiant +2 saves vs mind-effects & poison - or fatigued, sickened Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Statistiant +2 saves vs mind-effects & poison - or fatigued, sickened Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Statistiant +2 saves vs mind-effects & poison - or fatigued, sickened Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Statistiant +2 saves vs mind-effects & poison - or fatigued, sickened Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Statistiant +2 saves vs mind-effects & poison - or fatigued, sickened Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Statistiant +2 saves vs mind-effects & poison - or fatigued, sickened Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Statistiant +2 saves vs mind-effects & poison - or fatigued, sickened Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Statistiant +2 saves vs mind-effects & poison - or fatigued, sickened Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod Stunning Fist - stun a foe (M/day) DC 10+M/2+WisMod St		-	╬	==-			_ 2							diet		_	_	$\overline{}$	$\overline{}$		
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Spit Venom - ranged touch attack 10°, fort save or blinded 1d6 mds - DC 10+IvI/2+Con Mod; x=4/day Class: Monk (PCR-56) HD d8, skills 4 + Int Mod Weapon prof: selected weapons; Armor Prof: None AC Bonus Add Wis Mod to AC; +1/4 Mls Flurry of Blows: Add'I attack +8/+8/+3/+3 Unarmed Strike 1d10 dam Fast Movement - increase speed by 30' Evasion, Improved Evasion - reflex save 0 dam, miss 1/2 dam Maneuver Training (Ex) CMB uses IvI instead of BAB Still Mind (Ex) +2 save vs enchantment ARMOR & WEAPONS ARMOR & WEAPONS ARMOR & WEAPONS Deflect Arrows - avoid 1 ranged attack /rnd Critical Focus +4 confirm critical Wholeness of Body (Su) heal IvI hp for 2 ki points Byeer Institute - Available - Availa	Hypnotic Gaze (Sp) - hypnotize for 1 rnd (1/day)	Mod (+	-	-			
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elemental shuriken +3 (30) +12+3 1d2+9+3+1d6 elemental 19-20,x2 20 P 1.0	elemental shuriken +3 (30)	J ' _ /					1d2+			mental	 	_	20		1.0	+					\dashv

Unarmed Strike (gauntlets of giant strength +2)	+14+2	1d10+9	19-20,x2		B,P		
elemental shuriken +3 (30)	+12+3	1d2+9+3+1d6 elemental	19-20,x2	20	Р	1.0	
Sword of the Guardians of the Nalinivati Temple +4	+14+4	1d8+9+4	19-20,x2		S	6.0	

FEATS & SPECIAL ABILITIES						FEATS & SPECIAL ABILITIES										
More Feats			USES/DAY	USED	1 Г			NA	ME			USES/DAY	USED			
Snake Style - P damage, +2 Sense Motive, Use Sense Motive Check as AC					┨┞											
Snake Sidewind - +4 CMD, acrobatics, save vs prone & move 5' after unarmed critical					┨┞											
Snake Fang - after miss, make opportunity attack, if hit, make another					┨┞											
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EQUIPMENT & MAGIC ITEM	IS	QTY / USES	WGT N/A	WEIGHT	*		E	QUIPN	IENT & I	MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT			
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	\neg				1 🗆	Nagaji C	Coiled Ring of	Well R	oundedr	ess						
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					1Г	Nagaji S	Snake Scale F	olish o	f Hardne	ss						
	\neg				1Г	+4 AC,	+2 Escape Ar	tist, +2	CMD es	cape grapple						
	\neg				1 🗆											
	\neg				1 [
	\neg				1 🗆	element	al shuriken +	3 (rang	e 20', crit	ical 19-20)						
	\neg				1 🗆	5 adama	antium + 1d6	electric	damage	1	5		0.5			
	\neg				1Г	5 silver	+ 1d6 fire da	mage			5		0.5			
	\neg				1Г	5 cold ir	on + 1d6 cold	dama	ge		5		0.5			
	\neg				1 🗆	5 silver	+ 1d6 poison	damag	е		5		0.5			
					1 🗆	5 ghost	touch + 1d6 a	cid da	mage		5		0.5			
	\neg				1Г											
	\neg				1Г	Sword o	of the Guardia	ns of th	ne Naliniv	ati Temple +4						
					1 🗆	- +1d6 c	ngoing poiso	n dam	(DC 10+l	vl/2+Con Mod)						
	\Box				1Г	- polymor	oh into Emperor (Cobra (as	wild shape	e) (B2-252) (1/day)						
	П				1 Г	- baleful po	lymorph, target be	comes co	onstrictor sna	ake (B1-255) (1/day)						
	\neg				1Г	- speak v	v/ snakes & sna	ke-like	beasts (na	ıga et al.) (at will)						
					1 🗆	- contro	l animal (snak	es only	/) (1/day)							
	П				1Г											
	\Box				1 Г	gauntlets	of giant streng	th +4 S	trength, +2	2 unarmed attack						
					1 [
	П				1Г											
					1 🗆											
	П				1Г											
WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	×				CONTAIN	ER	BAGS & CO	NTAI	VERS	LUME/WEIGHT LIMIT/NO	TES		WEIGHT			
BELT:	\vdash															
BODY:	\vdash															
CHEST:	\vdash															
EYES:	╚															
FEET:			CARRI		CARRIE	D WGT N/A	STORED	*		TREASURE C	ARRIED		WEIGHT			
hands:	PL	MUNITA				,										
HEAD:		SOLD														
HEADBAND:	s	ILVER														
NECK:	С	OPPER								LOADS &	LIFT					
RING:								LIGHT	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH			
RING:		nuce -	C	\neg	ED WE	IGHT		404	809	1213	1213	2426	6065			
SHOULDERS:		RMOR & EAPONS	CURRENC	Y EQI	JIPMENT	MISC	TOTAL	0	0	MODIFIED	0	0	0			
WRIST:		7.0	0.0		2.5		9.5	CURRE	NT LOAD	LIGHT 🗹 M	IEDIUM 🗖	HEAV	vy 🗆			