

SAJAN

MONK

5

ANCESTRY HUMAN (VERSATILE)	BACKGROUND MARTIAL DISCIPLE
SPEED 35 FEET	PERCEPTION +11 (EXPERT)
ALIGNMENT LAWFUL NEUTRAL	
LANGUAGES COMMON, VUDRANI	

STRENGTH	DEXTERITY	CONSTITUTION
STR 16 <small>MODIFIER (+3)</small>	DEX 19 <small>MODIFIER (+4)</small>	CON 14 <small>MODIFIER (+2)</small>
INTELLIGENCE	WISDOM	CHARISMA
INT 10 <small>MODIFIER (+0)</small>	WIS 16 <small>MODIFIER (+3)</small>	CHA 10 <small>MODIFIER (+0)</small>

STRIKES

- MELEE**
- ✦ *temple sword* +11 (monk, trip), 1d8+3 slashing
 - ✦ *tiger claw* (unarmed attack) +14 (2d8+3 slashing); agile, finesse, nonlethal, unarmed
 - ✦ *unarmed attack* +14 (agile, finesse, nonlethal, unarmed), 2d6+3 bludgeoning
- RANGED**
- ✦ *dart* +13 (agile, thrown, range increment 20 feet), 1d4+3 piercing
 - ✦ *bomb* +11 (thrown 20 feet), effect varies

SKILLS

ACROBATICS [DEX]	ARCANA [INT]	ATHLETICS [STR]
+13 ••	+2	+12 ••
CRAFTING [INT]	DECEPTION [CHA]	DIPLOMACY [CHA]
+2	+2	+7 •
INTIMIDATION [CHA]	WARFARE LORE [INT]	LORE [OTHER: INT]
+2	+7 •	+2
MEDICINE [WIS]	NATURE [WIS]	OCCULTISM [INT]
+5	+5	+2
PERFORMANCE [CHA]	RELIGION [WIS]	SOCIETY [INT]
+2	+10 •	+2
STEALTH [DEX]	SURVIVAL [WIS]	THIEVERY [DEX]
+11 •	+5	+6

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Clever Improviser, Natural Ambition* (Tiger Stance)
CLASS FEATS	Flying Kick, Ki Rush, Stunning Fist, Tiger Stance
GENERAL FEATS	Assurance (Acrobatics), Weapon Proficiency (Martial)
SKILL FEATS	Cat Fall, Powerful Leap, Quick Jump
CLASS ABILITIES	Alertness, Expert Strikes, Flurry of Blows, Incredible Movement*, Mystic Strikes, Powerful Fist

*Abilities with an asterisk have already been calculated into Sajan's statistics and do not appear elsewhere.

DEFENSES

HIT POINTS	ARMOR CLASS	
77	23	
FORTITUDE	REFLEX	WILL
+11	+13	+12

PATHFINDER

EQUIPMENT

BULK	Worn: 2, 4 L; Stowed: 1, 1 L
WORN	backpack, dart (8), explorer's clothing, grappling hook, lesser elixir of life (2), moderate bottled lightning (2), +1 striking handwraps of mighty blows, +1 temple sword
STOWED	bedroll, chalk (10 pieces), crowbar, flint and steel, lesser elixir of life (2), rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	17 gp, 5 sp, 2 cp



WHAT IS A MONK?

You're a highly skilled martial artist whose greatest weapon is your own body, using spiritual power called ki to unleash potent magical effects or devastating your opponent with unique attacks from one of your mastered styles.

EQUIPMENT

The following rules apply to Sajan's equipment.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack don't count against your Bulk limits (and aren't included in your worn Bulk).

☐ ☐ **Bottled Lightning, Moderate** (alchemical, bomb, consumable, electricity, splash); **Activate** ◆ (Strike); **Effect** A thrown bottled lightning deals 2d6 electricity damage and 2 electricity splash damage, and makes the target flat-footed on a successful attack. You gain a +1 item bonus to attack rolls.

☐ ☐ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing); **Activate** ◆ (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Finesse (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

Grappling Hook: You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make a secret attack roll against a DC depending on the target (typically 20). On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway through.

Nonlethal (trait): Attacks with this weapon can be nonlethal and can be used to knock creatures unconscious instead of killing them.

Splash (trait): If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target (including the target) take the listed splash damage. On a failure (but not a critical failure), the target of the attack still takes the splash damage. Add splash damage together with the initial damage against the target before applying the target's weaknesses or resistances. You don't multiply splash damage on a critical hit.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Trip (trait): You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effect of a failure instead of a critical failure.

Unarmed (trait): An unarmed attack uses a part of your body. It doesn't take up a hand and can't be Disarmed.

FEATS AND ABILITIES

Sajan's feats and abilities are described below.

Assurance (Acrobatics): You can forego rolling a skill check for Acrobatics to instead receive a total check result of 19 (don't apply any modifiers to this result).

Cat Fall: Your catlike acrobatics allow you to soften the impact of your falls. Treat falls as 10 feet shorter.

Clever Improviser: Your proficiency bonus for untrained skills is equal to half your level, and you can attempt skill actions that normally require you to be trained, even if you're untrained.

Flurry of Blows ◆ (flourish) Make two unarmed strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. Flurry of blows has the flourish trait and can be used only once per turn.

Flying Kick ◆◆ Make a Leap or attempt a High Jump or Long Jump. At the end of the jump, if you're adjacent to a foe, you can immediately Strike that foe with an unarmed attack, even if the foe is in mid-air. You fall to the ground after the Strike. If the distance you fall is no more than the height of your jump, you land upright and take no damage.

Mystic Strikes: Your unarmed attacks become magical, allowing them to get past resistances to non-magical attacks.

Powerful Fist: Your training as a monk increases your unarmed attack damage to 1d6 and allows you to make lethal unarmed attacks without penalty.

Powerful Leap: When you Leap, you can jump 5 feet up with a vertical Leap, and you increase the distance you can jump horizontally by 5 feet.

Quick Jump: You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

Stunning Fist: When you target the same creature with two Strikes from your Flurry of Blows, you can try to stun the creature. If either Strike hits and deals damage, the target must succeed at a Fortitude save against your class DC or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

Tiger Stance ◆ (stance); **Requirements** you're unarmed; **Effect** You enter the stance of the tiger, allowing you to make tiger claw attacks that deal 1d8 slashing damage; if you deal damage on a critical hit with your tiger claws, the target takes 1d4 persistent bleed damage. As long as your Speed is at least 20 feet while in tiger stance, you can Step 10 feet. Once you enter tiger stance, it lasts until you're knocked out, until you put on armor, or until the encounter ends, whichever comes first.

Weapon Proficiency (Martial): You're trained with all martial weapons, including the temple sword.

☐ **Focus Points:** You gain a pool of Focus Points that allow you to cast your ki spell: *ki rush*. Each use of this spell uses 1 Focus Point, and you currently have a total Focus Point pool of 1.

Ki Rush (transmutation); **Cast** ◆ verbal; **Effect** Your extraordinary speed allows you to move two times: two Strides, two Steps, or one Stride and one Step (in either order). You gain the concealed condition during this movement and until the start of your next turn.