

# MONK (LEVEL 1)

*Dutiful and dedicated to the arts of battle, Sajan is precise in both combat and interaction. His search for his sister Sajni defines his life.*

## SAJAN

Male human monk 1

LN Medium humanoid (human)

**Init** +2; **Senses** Perception +5

## DEFENSE

**AC** 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 Wis)

**hp** 11 (1d8+3)

**Fort** +4, **Ref** +5, **Will** +3

## OFFENSE

**Speed** 30 ft.

**Melee** flurry of blows +2/+2 (1d6+3) or

unarmed strike +3 (1d6+4) or

temple sword +3 (1d8+4/19–20)

**Ranged** shuriken +2 (1d2+3)

**Special Attacks** flurry of blows, stunning fist (1/day, DC 11)

## STATISTICS

**Str** 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10

**Base Atk** +0; **CMB** +3; **CMD** 17

**Feats** Combat Reflexes, Dodge\*, Improved Unarmed Strike, Mobility, Stunning Fist

**Skills** Acrobatics +6, Climb +7, Knowledge (nobility) +1, Knowledge (religion) +1, Perception +5, Sense Motive +5, Stealth +6

**Traits** child of the temple\*, deft dodger\*

**Languages** Common, Vudrani

**Combat Gear** *potion of magic fang*, *potion of mage armor*; **Other**

**Gear** temple sword, shuriken (35), belt pouch, silk rope (50 ft.), trail rations (2), wooden holy symbol

\* The effects of this ability have already been calculated into Sajan's statistics.

## SPECIAL ABILITIES

**Flurry of Blows** Sajan can make a flurry of blows as a full attack. He can make one additional attack, and takes a –2 penalty on all his attacks during this round. These attacks can be any combination of unarmed strikes and attacks with monk special weapons. Sajan uses his monk level as his base attack bonus for these attacks.

**Stunning Fist** Once per day before making an attack roll with an unarmed strike, Sajan can use this feat. If a foe is damaged by the attack, it takes damage as normal and must attempt a Fortitude save (DC 11). If it fails, it's stunned for 1 round (it drops what it holds, can't take actions, loses its Dexterity bonus to AC, and takes a –2 penalty to AC).

**Combat Reflexes** Sajan may make up to two attacks of opportunity

in a round, and may make attacks of opportunity even when he is flat-footed.

**Improved Unarmed Strike** Sajan's unarmed strikes don't provoke attacks of opportunity, and can deal lethal or nonlethal damage as he chooses.

**Mobility** Sajan gets a +4 dodge bonus to AC against attacks of opportunity caused by his movement.

Born into the padaprajna caste of warriors in beautiful Vudra, Sajan Gadadvara and his twin sister Sajni learned to hold a temple sword before they could walk. Strict padaprajna discipline forged a tight bond between the twins, who spent even their infrequent times of rest together, practicing the latest martial techniques taught to them. On their twelfth birthday, the twins were forcefully separated: Sajan went to live with the fighting men of the ghana padaprajna, while Sajni joined the battling women of the sastra padaprajna. Despite their separation, the twins continued to meet when they could, sparring and joking as they had in childhood.

As the insightful narrative of the Vighrahi Patitraka states, "A warrior's life is to war." Thus it was that Sajan's lord embroiled himself in a conflict with a neighbor. Most of the army fielded by Sajan's lord consisted of conscripts wielding tools of their trades, while the valuable padaprajna watched in reserve. The warriors deduced that they stood on the losing side, but they were duty-bound to fight to the death when instructed. Instead, their lord stole from them the glory of battle-death when he sued for peace after his conscripts fled the field. As part of his surrender, the lord gave over half of his sastra padapranja—including young Sajni.

Sajan vowed to be reunited with his sister, and slipped stealthily into the city of Sumadhadra just in time to see his sister pass out through the gates. He soon discovered that the traded sastra padapranja were loaded onto ships bound for distant Jalmeray.

When he reached Jalmeray's docks, Sajan learned that his sister had signed on as a guard aboard a trading ship bound for a place called Absalom.

The desperate young padapranja gained passage to Absalom and, upon arrival, stared in wonder at the city's size and splendor. It seemed to him that the strange western barbarians he found himself among could be capable of creating a place so grand. By the time he found his bearings, he found himself without leads, for the sheer size of the city that so impressed him also made finding his sister nearly impossible.

Sajan knows he cannot return to Vudra, for the padapranja there would execute him as a deserter. He cares not for his home country, however, and continues to seek out any clue that might point him toward his sister.



"We could deny this challenge; we could bypass it.  
But by facing the challenge, we grow."

# MONK (LEVEL 4)

*Dutiful and dedicated to the arts of battle, Sajan is precise in both combat and interaction. His search for his sister Sajni defines his life.*

## SAJAN

Male human monk 4

LN Medium humanoid (human)

**Init** +3; **Senses** Perception +8

## DEFENSE

**AC** 18, touch 17, flat-footed 14 (+1 armor, +1 deflection, +3 Dex, +1 dodge, +1 monk, +1 Wis)

**hp** 35 (4d8+12)

**Fort** +6, **Ref** +8, **Will** +5; +2 vs. enchantments

**Defensive Abilities** evasion

## OFFENSE

**Speed** 40 ft.

**Melee** flurry of blows +5/+5 (1d8+3) or  
unarmed strike +6 (1d8+4) or  
+1 temple sword +7 (1d8+5/19–20)

**Ranged** shuriken +6 (1d2+3)

**Special Attacks** flurry of blows, stunning fist (4/day, DC 13)

## STATISTICS

**Str** 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10

**Base Atk** +3; **CMB** +7; **CMD** 23

**Feats** Combat Reflexes, Deflect Arrows, Dodge\*, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist

**Skills** Acrobatics +10 (+14 when jumping), Climb +10, Knowledge (nobility) +1, Knowledge (religion) +1, Perception +8, Sense Motive +8, Stealth +10

**Traits** child of the temple\*, deft dodger\*

**Languages** Common, Vudrani

**SQ** fast movement\*, maneuver training\*, ki pool (3 points, magic), slow fall 20 ft.

**Combat Gear** *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of bull's strength*; **Other Gear** +1 temple sword, shuriken (35), *bracers of armor* +1, *ring of protection* +1, belt pouch, silk rope (50 ft.), trail rations (2), wooden holy symbol

\* The effects of this ability have already been calculated into Sajan's statistics.

## SPECIAL ABILITIES

**Flurry of Blows** Sajan can make a flurry of blows as a full attack. He can make one additional attack, and takes a –2 penalty on all his attacks during this round. These attacks can be any combination of unarmed strikes and attacks with monk special weapons. Sajan uses his monk level as his base attack bonus for these attacks.

**Stunning Fist** Four times per day before making an attack roll with an

unarmed strike, Sajan can use this feat. If a foe is damaged by the attack, it takes damage as normal and must attempt a Fortitude save (DC 13). If it fails, it's stunned for 1 round (it drops what it holds, can't take actions, loses its Dexterity bonus to AC, and takes a –2 penalty to AC).

**Combat Reflexes** Sajan may make up to three attacks of opportunity in a round, and may make attacks of opportunity when flat-footed.

**Deflect Arrows** Once per round when a ranged weapon attack would hit him, Sajan can deflect it if he has one hand free. He takes no damage from the attack. He must be aware of the attack and not flat-footed.

**Evasion** If Sajan makes a successful Reflex saving throw against an effect that would normally deal half damage on a successful save, he instead takes no damage. If he is helpless, he does not gain the benefit of evasion.

**Improved Unarmed Strike** Sajan's unarmed strikes don't provoke attacks of opportunity, and can deal lethal or nonlethal damage as he chooses.

**Ki Pool** While Sajan has at least 1 point in his ki pool, he can make a ki strike, treating his unarmed strike as a magic weapon for the purpose of overcoming damage reduction. As a swift action, he can spend 1 point from his ki pool for one of the following to: make one additional attack at his highest attack bonus when making a flurry of blows, increase his speed by 20 feet for 1 round, or gain a +4 dodge bonus to AC for 1 round.

**Mobility** Sajan gets a +4 dodge bonus to AC against attacks of opportunity caused by his movement.

**Slow Fall** When within arm's reach of a wall, Sajan can treat a fall as 20 feet shorter than it actually was.

**Spring Attack** As a full-round action, Sajan can move up to his speed and make one melee attack without provoking attacks of opportunity from the target. He can move both before and after the attack, but must move at least 10 feet before the attack and can't attack a foe he is adjacent to at the start of his turn.

In the land of Vudra, Sajan and his twin sister Sajni were born into the padaprajna warrior caste. The siblings trained and served as partners, each complementing the other's technique, and became talented martial artists. The siblings were separated when their lord was forced to cede half his army to the victor—among them Sajan's sister. Sajni was taken away from Vudra by her new master and placed upon a ship as tribute to a distant lord. Daring disgrace or even death, Sajan abandoned his responsibilities to follow. He continues to seek any clue that might point him toward his sister, and has traveled far and performed many heroic deeds in return for even the barest of rumors.



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# MONK (LEVEL 7)

*Dutiful and dedicated to the arts of battle, Sajan is precise in both combat and interaction. His search for his sister Sajni defines his life.*

## SAJAN

Male human monk 7

LN Medium humanoid (human)

**Init** +3; **Senses** Perception +11

### DEFENSE

**AC** 20, touch 17, flat-footed 16 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +1 monk, +1 Wis)

**hp** 59 (7d8+21)

**Fort** +9, **Ref** +11, **Will** +8; +2 vs. enchantments

**Defensive Abilities** evasion; **Immune** disease

### OFFENSE

**Speed** 50 ft.

**Melee** flurry of blows +8/+8/+3 (1d8+3) or  
unarmed strike +8 (1d8+4) or  
+2 *temple sword* +10 (1d8+6/19–20)

**Ranged** shuriken +8 (1d2+3)

**Special Attacks** flurry of blows, stunning fist (7/day, DC 14)

### STATISTICS

**Str** 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10

**Base Atk** +5; **CMB** +10 (+12 grapple, +12 trip); **CMD** 25 (27 vs. grapple, 27 vs. trip)

**Feats** Combat Reflexes, Deflect Arrows, Dodge\*, Improved Grapple\*, Improved Trip\*, Improved Unarmed Strike, Mobility, Scorpion Style, Spring Attack, Stunning Fist

**Skills** Acrobatics +13 (+28 when jumping), Climb +13, Knowledge (nobility) +1, Knowledge (religion) +1, Perception +11, Sense Motive +11, Stealth +13

**Traits** child of the temple\*, deft dodger\*

**Languages** Common, Vudrani

**SQ** fast movement\*, high jump, maneuver training\*, ki pool (4 points, magic), purity of body\*, slow fall 30 ft., wholeness of body

**Combat Gear** *potions of cure light wounds* (2); **Other Gear** +2 *temple sword*, shuriken (50), *bracers of armor* +3, *cloak of resistance* +2, *ring of protection* +1, belt pouch, silk rope (50 ft.), trail rations (2), wooden holy symbol, 47 gp

\* The effects of this ability are already calculated into Sajan's statistics.

### SPECIAL ABILITIES

**Flurry of Blows** Sajan can make a flurry of blows as a full attack. He can make one additional attack, and takes a –2 penalty on all his attacks during this round. These attacks can be any combination of unarmed strikes and attacks with monk special weapons. Sajan uses his monk level as his base attack bonus for these attacks.

**Stunning Fist** Four times per day before making an attack roll with an unarmed strike, Sajan can use this feat. If a foe is damaged by the attack, it takes damage as normal and must attempt a Fortitude save (DC 13). If it fails, it's stunned for 1 round (it drops what it holds, can't take actions, loses its Dexterity bonus to AC, and takes a –2 penalty to AC).

**Combat Reflexes** Sajan may make up to three attacks of opportunity in a round, and may make attacks of opportunity when flat-footed.

**Deflect Arrows** Once per round when a ranged weapon attack would hit him, Sajan can deflect it if he has one hand free. He takes no damage from the attack. He must be aware of the attack and not flat-footed.

**Evasion** If Sajan makes a successful Reflex saving throw against an effect that would normally deal half damage on a successful save, he instead takes no damage. If he is helpless, he does not gain the benefit of evasion.

**High Jump** Sajan always counts as having a running start when jumping, and can spend 1 point from his ki pool as a swift action to gain a +20 bonus on Acrobatics checks made to jump for 1 round.

**Improved Unarmed Strike** Sajan's unarmed strikes don't provoke attacks of opportunity, and can deal lethal or nonlethal damage as he chooses.

**Ki Pool** While Sajan has at least 1 point in his ki pool, he can make a ki strike, treating his unarmed strike as a magic weapon for the purpose of overcoming damage reduction. As a swift action, he can spend 1 point from his ki pool for one of the following to: make one additional attack at his highest attack bonus when making a flurry of blows, increase his speed by 20 feet for 1 round, or gain a +4 dodge bonus to AC for 1 round.

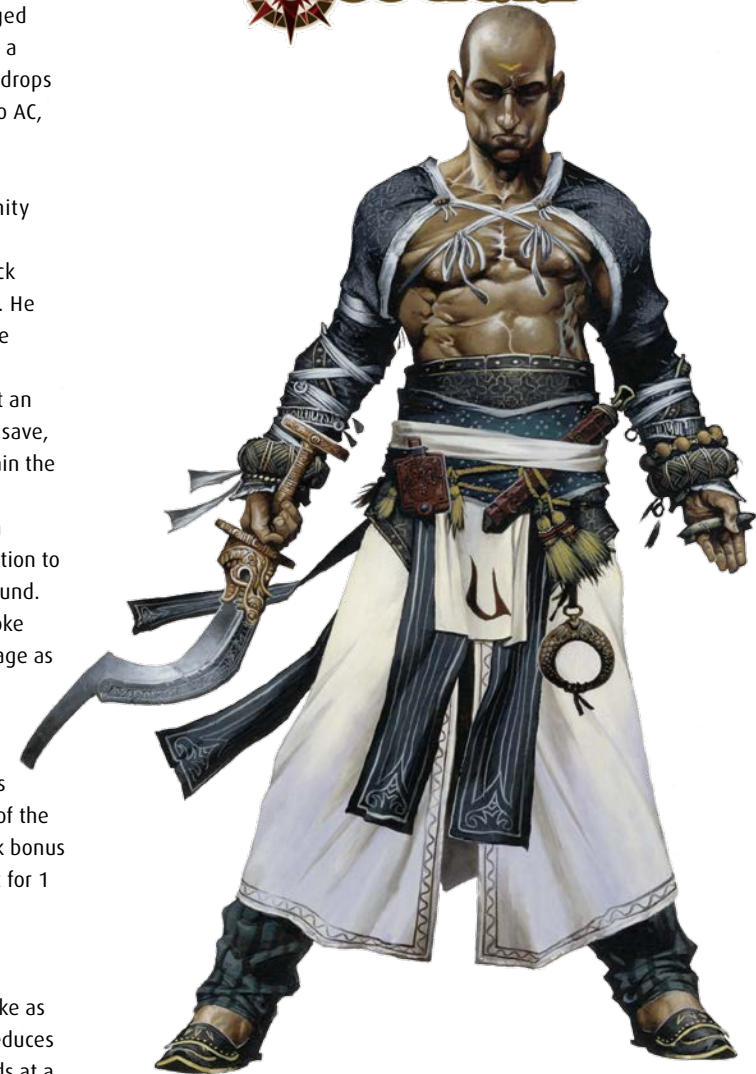
**Mobility** Sajan gets a +4 dodge bonus to AC against attacks of opportunity caused by his movement.

**Scorpion Style** Sajan can use this feat to make an unarmed strike as a standard action. If it hits, he deals damage normally and reduces the target's land speed to 5 feet for 1 round unless it succeeds at a DC 14 Fortitude save.

**Slow Fall** When within arm's reach of a wall, Sajan can treat a fall as 30 feet shorter than it actually was.

**Spring Attack** As a full-round action, Sajan can move up to his speed and make one melee attack without provoking attacks of opportunity from the target. He can move both before and after the attack, but must move at least 10 feet before the attack and can't attack a foe he is adjacent to at the start of his turn.

**Wholeness of Body** As a standard action, Sajan can spend 2 points from his ki pool to heal himself of 7 points of damage.



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