

# 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."