

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.

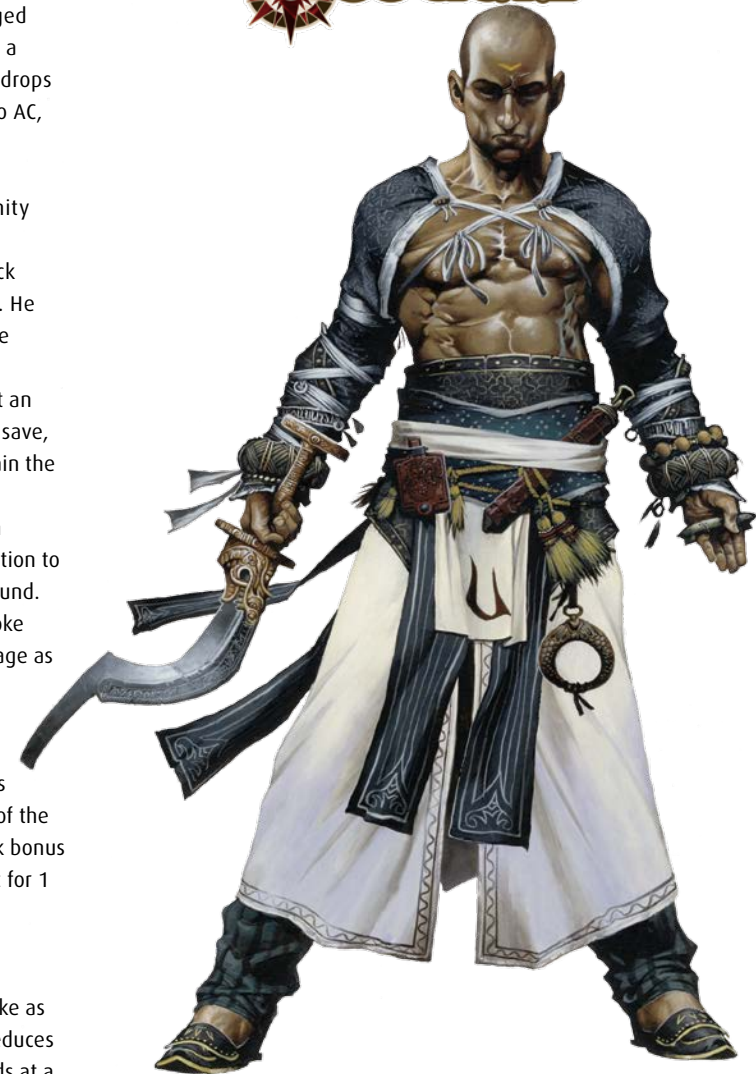
Mobility Sajan gets a +4 dodge bonus to AC against attacks of opportunity caused by his movement.

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.



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

In the land of Vudra, Sajan and his twin sister Sajni were born into the padaprajna warrior caste. 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 and placed upon a ship as tribute to a distant lord. Sajan abandoned his responsibilities to follow. He continues to seek any clue that might point him toward his sister.