

## Sajan “Floating Mountain” Viraj

Male sylph monk 7 (drunken master, monk of the four winds)

LG Medium humanoid (human)/outsider (native)

**Init** +3; **Senses** darkvision 60 ft.; Perception +13

**Languages** Common, Dwarven, Halfling

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### DEFENSE

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**AC** 22, touch 19, flat-footed 18 (+2 armor, +1 deflection, +3 Dex, +1 dodge, +1 monk, +1 natural, +3 Wis); +2 vs. nonmagical ranged attacks

**hp** 52 (7 HD)

**Fort** +6, **Ref** +8, **Will** +8

**Defensive Abilities** breeze kissed, evasion

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### OFFENSE

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**Speed** 70 ft. (14 squares)

**Melee** unarmed strike +9 (1d8+4) or  
unarmed strike +9/+9 (1d8+4) with Flurry of Blows

**Ranged** javelin +8 (1d6+4)

**Racial Spell-like Ability** (CL 7<sup>th</sup>; Concentration +6)  
1/day – *speak with animals* (flying animals only)

**Special Attacks** breeze kissed 1/day, elemental fist 7/day (+2d6 energy damage), flurry of blows, unarmed strike (1d8)

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### STATISTICS

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**Abilities** Str 18 (+4), Dex 16 (+3), Con 13 (+1), Int 14 (+2), Wis 16 (+3), Cha 8 (–1)

**Base Atk** +5; **CMB** +11; **CMD** 25

**Feats** Dodge<sup>B</sup>, Elemental Fist<sup>B</sup>, Fleet (3), Improved Unarmed Strike<sup>B</sup>, Mobility<sup>B</sup>, Scorpion Style<sup>B</sup> (3 rounds, DC 16), Spring Attack

**Skills** Acrobatics +13 (+36 when jumping), Climb +14, Escape Artist +13, Perception +13, Stealth +13, Swim +14

**SQ** drunken ki (up to 3 points), fast movement, high jump, ki pool (6 points, cold iron, magic, silver), like the wind, maneuver training, mostly human, slow fall 30 ft., wholeness of body (cures 7 hp)

**Combat Gear** *ale of life* (as *restorative ointment*, 5 uses remaining), tankards of ale (9); **Other Gear** bead necklace (worth 250gp), *amulet of natural armor* +1, *belt of physical might* +2 (strength, constitution), *bracers of armor* +2, *cloak of resistance* +1, masterwork javelins (4), *ring of protection* +1, tender (41gp, 4sp, 6cp)

**Encumbrance** light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 29 lb. 8 oz. (excluding tender)

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### SPECIAL ABILITIES

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**AC Bonus (Ex)** When unarmored and unencumbered, you add your Wisdom bonus +1 to your AC and your CMD (included above). These bonuses to AC apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, or when you carry a shield or medium or greater load.

**Breeze-Kissed (Su)** Breezes seem to follow most sylphs wherever they go, but you are better able to control these winds than others. You can surround yourself with swirling winds, gaining a +2 racial bonus to AC against nonmagical ranged attacks. You can calm or renew these winds as a swift action. Once per day, you may channel this wind into a single gust, making a bull rush or trip combat maneuver attempt against one creature within 30 feet. Whether or not the attempt succeeds, the winds are exhausted and no longer provide a bonus to your AC for 24 hours.

**Drunken Ki (Su)** You can drink a tankard of ale or strong alcohol and gain one temporary ki point. The act of drinking is a standard action that does not provoke attacks of opportunity. There is a limit to how many drunken ki points you can have at once (shown above). These drunken ki points last for 1 hour or until



spent, whichever is shorter. As long as you have at least 1 drunken ki point, you can spend 1 ki point as a swift action to move 5 feet without provoking attacks of opportunity.

**Drunken Strength (Su)** You can spend 1 point of ki as a swift action to inflict 1d6 extra points of damage on a single successful melee attack. You may choose to apply the damage after the attack roll is made. You must have at least 1 drunken ki point to use this ability.

**Elemental Fist (Su)** You gain Elemental Fist as a bonus feat, even if you do not meet the prerequisites. You also benefit from increased energy damage (as shown above).

**Evasion (Ex)** If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can be used only if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

**Fast Movement (Ex)** If wearing no armor and not carrying a medium load, you gain a +20 enhancement bonus to your base land speed.

**Flurry of Blows (Ex)** You can make a flurry of blows as a full-attack action. When doing so you may make one additional attack using any combination of unarmed strikes or attacks with a special monk as if using the Two-Weapon Fighting feat (even if you do not meet the prerequisites for the feat). For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus. You apply your full Strength bonus to your damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. You may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. You cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. You cannot use natural weapons as part of a flurry of blows, nor can you make natural attacks in addition to your flurry of blows attacks.

**High Jump (Ex)** You add your monk level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps (included above). In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

**Ki Pool (Su)** You gain 6 ki points. As long as you have at least 1 point in your ki pool, you can make a ki strike. Your ki strike allows your unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a flurry of blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

**Like the Wind** You gain a +5 foot bonus to your base speed (included above).

**Maneuver Training (Ex)** You use your monk level in place of your base attack bonus when calculating your Combat Maneuver Bonus (included above). Base attack bonuses granted from other classes are unaffected and are added normally.

**Sky Speaker (Sp)** You feel kinship toward the creatures of the air, and can use *speak with animals* once per day to speak to birds or other flying animals. Your caster level for this effect is equal to your level.

**Slow Fall (Ex)** When within arm's reach of a wall you can use it to slow your descent. You take damage as if the fall were 30 feet shorter than it actually is.

**Unarmed Strike** You gain Improved Unarmed Strike as a bonus feat. Your attacks may be with fist, elbows, knees, and feet. This means that you may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for you. You may apply your full Strength bonus on damage rolls for all of your unarmed strikes. Usually your unarmed strikes deal lethal damage, but you can choose to deal nonlethal damage instead with no penalty on your attack roll. You have the same choice to deal lethal or nonlethal damage while grappling. Your unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. You deal more damage with your unarmed strikes than a normal person would, as shown above.

**Wholeness of Body (Su)** You can heal your own wounds as a standard action. You can heal a number of hit points of damage equal to your monk level by using 2 points from your ki pool.