

Sajan “Floating Mountain” Viraj

Male human unchained monk 10

LG Medium humanoid (human)

Init +4; **Senses** Perception +16

Languages Common

DEFENSE

AC 26, touch 23, flat-footed 21 (+3 armor, +2 deflection, +4 Dex, +1 dodge, +3 monk, +3 Wis)

hp 100 (10 HD)

Fort +11, **Ref** +13, **Will** +8; +2 vs. enchantment effects

Defensive Abilities improved evasion; **Immune** disease, falling damage

OFFENSE

Speed 70 ft. (14 squares)

Melee unarmed strike +16/+11 (2d6+6) or
unarmed strike +16/+16/+11 (2d6+6) with Flurry of Blows

Ranged javelin +14/+9 (1d6+5)

Special Attacks flurry of blows, stunning fist (10/day, DC 18), style strike (flying kick, head-butt)

STATISTICS

Abilities Str 20 (+5), Dex 18 (+4), Con 14 (+2), Int 10 (+0), Wis 16 (+3), Cha 8 (–1)

Base Atk +10; **CMB** +15; **CMD** 38

Feats Dirty Fighting, Dodge^B, Fleet (2), Just Out of Reach, Mobility^B, Skill Focus (acrobatics^B, escape artist^B), Spider Step, Spring Attack^B, Stunning Fist^B

Skills Acrobatics +23 (+49 when jumping), Climb +13, Escape Artist +23, Perception +16, Stealth +17, Swim +13

SQ fast movement, focused study, ki pool (9 points; cold iron, lawful, magic, silver), ki powers (high jump, slow fall, sudden speed, wind jump), purity of body, still mind

Combat Gear *potions (cure light wounds 5, enlarge person 5, reduce person 5)*; **Other Gear** *amulet of mighty fists +1, belt of physical might +2 (strength, dexterity), bracers of armor +3, cloak of resistance +2, feather step slippers, grappler’s mask, headband of inspired wisdom +2, javelins (6), monk’s robe, ring of feather falling, ring of protection +2, tender (4pp, 4gp)*

Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 22 lb. 15 oz. (excluding tender)

SPECIAL ABILITIES

AC Bonus (Ex) When unarmored and unencumbered, you add your Wisdom bonus +3 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.

Fast Movement (Ex) If wearing no armor and not carrying a medium load, you gain a +30 enhancement bonus to your base land speed.

Flurry of Blows (Ex) You can make a flurry of blows as a full-attack action. When making a flurry of blows, you can make two additional attacks at your highest base attack bonus. These additional attacks stack with the bonus attacks from *haste* and other similar effects. When using this ability, you can make these attacks with any combination of your unarmed strikes and weapons that have the monk special weapon quality. You take no penalty for using multiple weapons when making a flurry of blows, but you do not gain any additional attacks beyond what’s already granted by the flurry for doing so. (You can still gain additional attacks from a high base attack bonus, from this ability, and from *haste* and similar effects).

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



Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you succeed at a Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. If you fail, you only take half damage. You can only use evasion while wearing light armor or no armor and are not helpless.

Ki Pool (Su) You gain a pool of ki points, supernatural energy you can use to accomplish amazing feats. The number of points in your ki pool is equal to $\frac{1}{2}$ your monk level + your Wisdom modifier. As long as you have at least 1 point in your ki pool, you can make a ki strike. A ki strike allows your unarmed attacks to be treated as cold iron, lawful, magic, silver weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool as a swift action, you can make one additional unarmed strike at your highest attack bonus when making a flurry of blows attack. This bonus attack stacks with all bonus attacks gained from flurry of blows, as well as those from *haste* and similar effects. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Purity of Body (Ex) You gain immunity to all diseases, including supernatural and magical diseases.

Slow Fall (Su) While falling within arm's reach of a wall you can use it to slow your descent by expending 1 point from your ki pool. When you use this ability, you take no damage from the fall (as if using *feather fall*), but you must be adjacent to a wall for the length of the fall (although this can be used to reduce the damage from a fall if only part of it is adjacent to a wall).

Still Mind (Ex) You gain a +2 bonus on saving throws against enchantment spells and effects.

Stunning Fist (Ex) You gain Stunning Fist as a bonus feat, even if you do not meet the prerequisites. You also possess the ability to apply a new condition to the target of your Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. You can choose to make the target fatigued or sickened for 1 minute. You must choose which condition to apply before the attack roll is made. These effects do not stack with themselves (a creature fatigued by Stunning Fist cannot become exhausted if hit by Stunning Fist again), but additional hits do increase the duration.

Style Strike (Ex) You have learned a number of style strikes. Whenever you make a flurry of blows, you can designate one of your unarmed strikes as a style strike. This attack is resolved as normal, but it has an additional effect depending on the type of strike chosen. You must choose which style strike to apply before the attack roll is made. You can choose from any of the following strikes:

Flying Kick: You leap through the air to strike a foe with a kick. Before the attack, you can move a distance equal to your fast movement bonus. This movement is made as part of your flurry of blows attack and does not require an additional action. At the end of this movement, you must make an attack against an adjacent foe. This movement may be between attacks. This movement provokes an attack of opportunity as normal. The attack made after the movement must be a kick.

Head-Butt: You slam your head into your enemy's head, leaving your foe reeling. If the attack hits and the foe is of the same size or one size smaller than you, you can make a free combat maneuver check against the target of this strike (using the base attack bonus of the attack used to hit the foe). If the foe is not of the same creature type as you, you take a –8 penalty on this check. If the check is successful, the target is staggered for 1 round. Creatures without a discernible head are not affected by this style strike (subject to GM discretion). You must attack with a head-butt to use this style strike.

Sudden Speed (Su) You can spend 1 point from your ki pool as a swift action to grant yourself a sudden burst of speed. This increases your base land speed by 30 feet for 1 minute.

Unarmed Strike You gain Improved Unarmed Strike as a bonus feat. Your attacks can be with fists, elbows, knees, and feet. This means that you can make unarmed strikes with your hands full. There is no such thing as an off-hand attack for a monk striking unarmed. You can apply your full Strength bonus on damage rolls for all your unarmed strikes. Your unarmed strikes deal lethal damage, although you can choose to deal nonlethal damage with no penalty on your attack roll. You can make this choice while grappling as well. 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. Your unarmed strikes also deal more damage as noted above.

Wind Jump (Su) You can spend 1 point from your ki pool as a move action to grant yourself a fly speed (with perfect maneuverability) equal to your base land speed. You must end your movement each round on

solid ground (or some other surface that can support your weight) or fall as normal. Once activated, this ability lasts for 1 minute.