

SAJAN

MONK **1**

ANCESTRY HUMAN (VERSATILE) **BACKGROUND** MARTIAL DISCIPLE
SPEED 25 FEET **PERCEPTION** +5 (TRAINED)
ALIGNMENT LAWFUL NEUTRAL
LANGUAGES COMMON, VUDRANI

STRENGTH **STR** 14 MODIFIER (+2) **DEXTERITY** **DEX** 18 MODIFIER (+4) **CONSTITUTION** **CON** 12 MODIFIER (+1)
INTELLIGENCE **INT** 10 MODIFIER (+0) **WISDOM** **WIS** 14 MODIFIER (+2) **CHARISMA** **CHA** 10 MODIFIER (+0)

STRIKES

MELEE ♦ temple sword +5 (monk, trip), 1d8+2 slashing
 ♦ tiger claw (unarmed attack) +7 (1d8+2 slashing); agile, finesse, nonlethal, unarmed
 ♦ unarmed attack +7 (agile, finesse, nonlethal, unarmed), 1d6+2 bludgeoning

RANGED ♦ dart +7 (agile, range increment 20 feet), 1d4+2 piercing

SKILLS

ACROBATICS (DEX) +7 •	ARCANA (INT) +0	ATHLETICS (STR) +5 •
CRAFTING (INT) +0	DECEPTION (CHA) +0	DIPLOMACY (CHA) +3 •
INTIMIDATION (CHA) +0	WARFARE LORE (INT) +3 •	LORE (OTHER: INT) +0
MEDICINE (WIS) +2	NATURE (WIS) +2	OCCULTISM (INT) +0
PERFORMANCE (CHA) +0	RELIGION (WIS) +5 •	SOCIETY (INT) +0
STEALTH (DEX) +7 •	SURVIVAL (WIS) +2	THIEVERY (DEX) +4

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Natural Ambition* (Tiger Stance)

CLASS FEATS Ki Rush, Tiger Stance

GENERAL FEATS Weapon Proficiency (Martial)

SKILL FEATS Cat Fall

CLASS ABILITIES Flurry of Blows, Powerful Fist

*Abilities with an asterisk have already been calculated into Sajan's statistics and do not appear elsewhere.

DEFENSES

HIT POINTS 19 **ARMOR CLASS** 19 **FORTITUDE** +6 **REFLEX** +9 **WILL** +7

PATHFINDER

EQUIPMENT

BULK 3, 5L
WORN backpack, explorer's clothing
WEAPONS dart (8)
STOWED bedroll, belt pouch (2), chalk (10 pieces), flint and steel, grappling hook, lesser bottled lightning (2), minor elixir of life (3), rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH 2 cp



WHAT IS A MONK?

You are a highly skilled martial artist whose greatest weapon is your own body, using spiritual power called ki to unleash potent magical effects or devastating your opponent with unique attacks from one of your mastered styles.

SAJAN

EQUIPMENT

The following rules apply to Sajan's equipment.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

☐ ☐ **Bottled Lightning, Lesser:** A thrown bottled lightning deals 1d6 electricity damage and 1 electricity splash damage, and makes the target flat-footed on a successful attack.

☐ ☐ ☐ **Elixir of Life, Minor:** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Finesse (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

Grappling Hook: You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make a secret attack roll against a DC depending on the target (typically 20). On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway through.

Nonlethal (trait): Attacks with this weapon can be nonlethal and can be used to knock creatures unconscious instead of killing them.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Unarmed (trait): An unarmed attack uses a part of your body. It doesn't take up a hand and can't be Disarmed.


BATHFINDER

FEATS AND ABILITIES

Sajan's feats and abilities are described below. His Natural Ambition feat and versatile heritage are already applied in his character statistics.


Cat Fall: Your catlike acrobatics allow you to soften the impact of your falls. Treat falls as 10 feet shorter.

Powerful Fist: Your training as a monk increases your unarmed attack damage to 1d6 and allows you to make lethal unarmed attacks without penalty.

Tiger Stance  You enter the stance of the tiger, allowing you to make tiger claw attacks that deal 1d8 slashing damage; if you deal damage on a critical hit with your tiger claws, the target takes 1d4 persistent bleed damage. As long as your Speed is at least 20 feet while in tiger stance, you can Step 10 feet.

Weapon Proficiency (Martial): You are trained with all martial weapons, including the temple sword.

☐ **Focus Points:** You gain a pool of Focus Points that allow you to cast your ki spell: *ki rush*. Each use of this spell uses 1 Focus Point, and you currently have a total Focus Point pool of 1.

Ki Rush (monk, transmutation) **Cast**  (verbal); **Effect** Your extraordinary speed allows you to move two times: two Strides, two Steps, or one Stride and one Step (in either order). You gain the concealed condition during this movement and until the start of your next turn.