

SAJAN

MONK **7**

ANCESTRY	HUMAN (VERSATILE)	BACKGROUND	MARTIAL DISCIPLE
SPEED	40 FEET	PERCEPTION	+14 (EXPERT)
LANGUAGES	COMMON, VUDRANI	CLASS DC	23
STRENGTH		DEXTERITY	
STR	+3	DEX	+4
CONSTITUTION			
CON	+2		
INTELLIGENCE		WISDOM	
INT	+0	WIS	+3
CHARISMA			
CHA	+0		

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	99	26
FORTITUDE	REFLEX	WILL
+12	+17	+13

Path to Perfection When you roll a success on a Reflex save, you get a critical success instead.

STRIKES

MELEE	◆ +1 temple sword +13 [+8/+3] (monk, trip), 1d8+3 slashing
	◆ tiger claw +16 [+12/+8] (agile, finesse, magical, nonlethal, unarmed), 2d8+5 slashing (on critical, target must succeed at Fort save vs class DC or be slowed 1 until start of your next turn)
	◆ fist +16 [+12/+8] (agile, finesse, magical, nonlethal, unarmed), 2d6+5 bludgeoning (on critical, see tiger claw)
RANGED	◆ dart +15 [+10/+5] (agile, thrown, range increment 20 feet), 1d4+5 piercing
	◆ bomb +14 [+9/+4] (thrown 20 feet), effect varies

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+17 ●●●	+7	+14 ●●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+7	+7	+9 ●
INTIMIDATION (CHA)	WARFARE LORE (INT)	LORE (OTHER; INT)
+7	+9 ●	+7
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+10	+10	+7
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+7	+12 ●	+7
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+13 ●	+10	+11

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Clever Improviser, Natural Ambition* (Tiger Stance), versatile human (Weapon Proficiency)
CLASS FEATS	Flying Kick, Qi Spells, Stunning Blows, Tiger Slash, Tiger Stance
GENERAL FEATS	Assurance (Athletics), Toughness, Untrained Improvisation*, Weapon Proficiency (Martial)
SKILL FEATS	Cat Fall, Nimble Crawl, Powerful Leap, Quick Jump
CLASS ABILITIES	Expert Strikes*, Flurry of Blows, Incredible Movement*, Mystic Strikes*, Path to Perfection (Reflex), Perception Expertise*, Powerful Fist, Weapon Specialization*

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

EQUIPMENT

BULK	Current 4, 5 L; Maximum 8 Bulk
WORN	backpack, moderate bottled lightning (2), dart (8), lesser elixir of life (2), +1 explorer's clothing, feather step stone (affixed to armor), +1 striking ghost touch handwraps of mighty blows, moderate mistform elixir, +1 temple sword, traveler's any-tool
STOWED	bedroll, chalk (10 pieces), flint and steel, grappling hook, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	7 gp, 2 sp, 2 cp



WHAT IS A MONK?

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

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.

Backpack A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

☐ ☐ **Bottled Lightning, Moderate** (alchemical, bomb, consumable, electricity, splash) **Activate** $\blacklozenge$ (Strike); **Effect** A thrown bottled lightning deals 2d6 electricity damage and 2 electricity splash damage, and makes the target off-guard on a successful attack.

☐ ☐ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing) **Activate** $\blacklozenge$ (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

☐ **Feather Step Stone** (consumable, magical, talisman) **Activate** $\blacklozenge$ (concentrate); **Trigger** You Stride or Step; **Effect** When you activate the stone, you ignore the effects of any difficult terrain and greater difficult terrain you move through until the end of your turn.

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

Ghost Touch (magical) A weapon etched with this rune can harm creatures without physical form. A *ghost touch* weapon is particularly effective against incorporeal creatures, which almost always have a specific vulnerability to *ghost touch* weapons. Incorporeal creatures can touch, hold, and wield *ghost touch* weapons (unlike most physical objects).

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.

☐ **Mistform Elixir, Moderate** (alchemical, consumable, elixir, illusion, visual) **Activate** $\blacklozenge$ (manipulate); **Effect** A faint mist emanates from your skin, making you concealed for 1 minute. As usual, if you become concealed when your position is still obvious, you can't use this concealment to Hide or Sneak.

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

Splash (trait) If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target (including the target) take the listed splash damage. On a failure (but not a critical failure), the target of the attack still takes the splash damage. Add splash damage together with the initial damage against the target before applying the target's weaknesses or resistances. You don't multiply splash damage on a critical hit.

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.

Traveler's Any-Tool (magical) This item appears to be an ash rod capped with steel on either end. **Activate** $\blacklozenge\blacklozenge$ (concentrate, manipulate); **Effect** You imagine a specific simple tool, and the any-tool transforms

into it. (Usually, you can choose from a tool listed in the gear from *Player Core*). This transforms the wooden portion into any haft and the metal caps into spades, hammer heads, or the like, allowing for most basic tools but nothing more complex. You can return the item to its rod form with an Interact action.

Trip (trait) You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effect of a failure instead of a critical failure.

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

FEATS AND ABILITIES

Sajan's feats and abilities are described below.

Assurance (Acrobatics) (fortune) Even in the worst circumstances, you can perform basic tasks with the Acrobatics skill. You can forego rolling a skill check for your chosen skill to instead receive a total check result of 23 (do not apply any modifiers to this result).

Cat Fall Your catlike acrobatics allow you to soften the impact of your falls. Treat falls as 50 feet shorter.

Clever Improviser You can attempt skill actions that normally require you to be trained, even if you are untrained.

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

Qi Rush $\blacklozenge$ (concentrate, divine) Accelerated by your qi, you move with such speed you become a blur. 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.

Flurry of Blows $\blacklozenge$ (flourish) Make two unarmed strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. Flurry of Blows has the flourish trait and can be used only once per turn.

Flying Kick $\blacklozenge\blacklozenge$ You launch yourself at a foe. Make a Leap or attempt a High Jump or Long Jump. At the end of the jump, if you're adjacent to a foe, you can immediately Strike that foe with an unarmed attack, even if the foe is in midair. You fall to the ground after the Strike. If the distance you fall is no more than the height of your jump, you land upright and take no damage.

Nimble Crawl You can Crawl at full Speed, rather than 5 feet.

Path to Perfection (Reflex) When you roll a success on a Reflex saving throw, you get a critical success instead.

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

Powerful Leap You can jump 5 feet up with a vertical Leap without making a High Jump. You also increase the horizontal distance when you Leap, including as part of a High Jump or Long Jump, by 5 feet.

Quick Jump You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

Stunning Blows When you target the same creature with two Strikes from your Flurry of Blows, you can try to stun the creature. If either Strike hits and deals damage, the target must succeed at a Fortitude save against your class DC or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

Tiger Slash ♦♦ **Requirements** you are in Tiger Stance; **Effect** You make a fierce swipe with both hands. Make a tiger claw Strike. It deals two extra weapon damage dice, and you can push the target 5 feet away as if you had successfully Shoved them. If the attack is a critical success and deals damage, add your Strength modifier to the persistent bleed damage from your tiger claw.

Tiger Stance ♦ (stance) **Requirements** you are unarmored; **Effect** You enter the stance of a tiger and can make tiger claw attacks. These deal 1d8 slashing damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits. On a critical success with your tiger claws, if you deal damage, 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. Once you enter tiger stance, it lasts until you are knocked out, until you put on armor, or until the encounter ends, whichever comes first.

Toughness The DC of your recovery checks is easier than normal (9 + your dying condition value).

Untrained Improvisation You've learned how to handle situations when you're out of your depth. Your proficiency bonus to untrained skill checks is equal to your level (already incorporated into Sajan's statistics).

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