SAJAN

MONK 1

ANCESTRY	HUMAN (VERSATILE)	**BACKGROUND**	MARTIAL DISCIPLE
SPEED	25 FEET	**PERCEPTION**	+5 (TRAINED)
LANGUAGES	COMMON, VUDRANI	**CLASS DC**	17

STRENGTH	DEXTERITY	CONSTITUTION
STR +2	**DEX** +4	**CON** +1
INTELLIGENCE	WISDOM	CHARISMA
INT +0	**WIS** +2	**CHA** +0

DEFENSES

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

STRIKES

MELEE
- ❖ temple sword +5 [+0/-5] (monk, trip), 1d8+2 slashing
- ❖ tiger claw +7 [+3/-1] (agile, finesse, nonlethal, unarmed), 1d8+2 slashing
- ❖ fist +7 (agile, finesse, nonlethal, unarmed), 1d6+2 bludgeoning

RANGED
- ❖ dart +7 [+3/-1] (agile, thrown, range increment 20 feet), 1d4+2 piercing
- ❖ bomb +7 [+2/-3] (thrown 20 feet), see equipment

SKILLS

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

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Natural Ambition* (Tiger Stance)
CLASS FEATS	Qi Spells (*qi 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.

EQUIPMENT

BULK	**Current:** 3, 3 L; **Maximum:** 7 Bulk
WORN	backpack, lesser bottled lightning (2), explorer's clothing, dart (8), minor elixir of life (2), grappling hook, temple sword
STOWED	bedroll, chalk (10 pieces), crowbar, flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	2 gp, 4 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, Lesser** (alchemical, bomb, consumable, electricity, splash) **Activate** ❖ (Strike); **Effect** A thrown bottled lightning deals 1d6 electricity damage and 1 electricity splash damage, and makes the target off-guard on a successful attack.

☐☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Activate** ❖ (manipulate); **Effect** 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 the climb.

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.

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.

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

Flurry of Blows ❖ (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.

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 ❖ (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.

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 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 ❖ (uncommon, concentrate, divine, focus, monk) 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.