

# NPC Codex, Monk (Level 1)



## SAJAN

HUMAN MONK 1

Medium humanoid (human) LN

Init +2; Senses Perception +5

### DEFENSE

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 Wis)

hp 11 (1d8+3)

Fort +4, Ref +4, Will +3

### OFFENSE

Speed 30 ft.

Melee flurry of blows +2/+2 (1d6+3) or unarmed strike +3 (1d6+3) or temple sword +3 (1d8+3)

Ranged shuriken +2 (1d2+3)

Special Attacks flurry of blows, stunning fist (1/day, DC 11)

### TACTICS

**During Combat** Sajan relies on Mobility to get into a strategic location in combat, and uses a combination of Combat Reflexes and flurry of blows to deal as much damage as possible to his targets. Against a particularly powerful single enemy, he utilizes Stunning Fist to take the combatant out of commission.

### STATISTICS

Str 16, Dex 15, Con 14, Int 10, Wis 13, Cha 10

Base Atk +0; CMB +3; CMD 17

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Mobility, Stunning Fist

Skills Acrobatics +6, Climb +7, Perception +5, Sense Motive +5, Stealth +6

Languages Common, Vudrani

Gear shuriken (5), temple sword, belt pouch, wooden holy symbol, 2 gp

*Born into a warrior caste in a far-off land, Sajan fled his duties and home in search of his missing twin sister, a fellow martial artist. Under sentence of death in his homeland for desertion, he obsesses over finding clues that could lead him to his twin.*



**Combat Reflexes:** You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

**Mobility:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

**Stunning Fist:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.