

Sajan, monk

Background

Sajan's is driven by his vow to find his missing twin sister, Sajini. He exhibits discipline and perseverance in all things, but especially in the rigors of his martial training. He always helps those in need, even if it puts him in harm's way.

Ancestry

Adaptability: Humans start with a free Edge (they must meet the Requirements, as usual). They also gain a d6 in any one attribute instead of a d4. This does not increase the attribute limit.

Hindrances

- **Heroic (major):** This noble soul never says no to a person in need. She doesn't have to be happy about it, but will always come to the rescue of those who can't help themselves. She's the first one to run into a burning building, usually agrees to hunt monsters for little or no pay, and is generally a pushover for a sob story.
- **Loyal (minor):** This stalwart defender risks her life for friends without hesitation. Some Loyal heroes may not act very nice, but are the first to come to their friends' rescue when they're threatened.
- **Vow (minor):**
 - The character has sworn an oath to someone or something they believe in. The danger in fulfilling the Vow and how often it might occur determine the level of the Hindrance. A Minor Vow might be to serve an order with a broad mandate that rarely conflicts with the party's goals. A Major Vow makes long-term and frequent demands on the servant's time and results in great risks to his life.
 - You swore to find your twin sister, Sajini.

Edges

- **Monk:**
 - **Armor Restriction (Any):** Monks must be completely unhindered to perform their complex maneuvers. They cannot use any abilities granted by this Edge or any Edge that has this Edge as a Requirement when wearing any armor or using a shield.
 - **Martial Discipline:** Monks hone their bodies to perfection, gaining an additional +1 Toughness if wearing no armor.
 - **Mobility:** Quick and nimble, monks increase their running die by one die type.
 - **Stunning Fist:** When a monk hits a target with an Unarmed Strike and scores a raise, he may make the foe Distracted or Vulnerable. This occurs even if the victim takes no damage or Soaks it (the states are applied after the victim attempts to Soak).
 - **Unarmed Strike:** Monks gain +1 to Fighting attacks when attacking unarmed and +2 AP. They cause Str+d4 damage with their hands, feet, or other Natural Weapons (if

they have such appendages, see page 136). If the monk already has an extra damage die from Claws (available to some ancestries), or the Brawler Edge, increase the damage a die type for each. Monks can apply the Trademark Weapon Edge to their unarmed attacks. Monks always count as armed. Some use regular weapons in their off-hand, but abilities that refer to their Unarmed Strike apply only to unarmed attacks as defined above. With a raise the monk gets a d10 for his bonus damage.

- **Brawler:** His fists hit like hammers or his talons cut like scythes. His body feels like it's made of stone. Brawlers increase their Toughness by 1 and roll Strength+d4 when hitting with their fists or feet (or claws if they have them). If they already have a damage die from Claws (page 240), the monk's Unarmed Strike ability, etc., increase the damage die type by one instead. The Brawler Edge doesn't make the character's fists Natural Weapons (page 136).
- **First Strike:** Once per round, as long as he's not Shaken or Stunned, the hero gets a free Fighting attack against a foe immediately after she moves into Reach. (See Free Attacks on page 133).
- **Fleet-Footed:** The hero's Pace is increased by +2 and his running die increases one step (from d6 to d8, for example).
- **Mystic Powers (monk):** As a limited free action, the monk can invoke one of the following "ki" powers: boost Trait (Agility, Athletics, Fighting, and Stealth only), deflection, smite, and speed. All are self only, but the monk gains no benefit from the Limitation (see page 168). The monk has 10 Power Points that recharge normally (see page 169). He automatically activates the power with success for its regular cost, or with a raise for an additional 2 Power Points. He may use applicable Power Modifiers if desired (at the usual cost). See Chapter Five for more information on specific spells. Mystic Powers doesn't grant access to Edges that require an Arcane Background. If the monk also has an Arcane Background, none of its Edges or abilities can be used with Mystic Powers (and vice-versa).
- **Trademark Weapon (Unarmed Strike):** The hero knows one unique weapon (Luck Blade, Holy Avenger) like the back of his hand. When using it, he adds +1 to his Athletics (throwing), Fighting, or Shooting rolls, and +1 to Parry when readied (even if it's a ranged weapon). A fighter can take this Edge multiple times, applying it to a different weapon each time. If a Trademark Weapon is lost, he can replace it but the benefits don't kick in for a few days (however long the GM feels is dramatically appropriate).

Powers

Modifiers for all spells on Core Rulebook page 170.

Boost Trait

- **Rank:** Novice
- **Power Points:** 3
- **Range:** Self
- **Duration:** 5 rounds
- **School:** Transmutation
- **Trappings:** Physical change, glowing aura, potions.

This power allows a character to increase his Trait (Agility, Athletics, Fighting, and Stealth).

Boosting his Trait increases the selected Trait one die type, or two with a raise.

Additional castings don't stack on a single Trait (take the highest), but may affect different Traits.

Deflection

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Self
- **Duration:** 5 rounds
- **School:** Abjuration
- **Trappings:** Mystical shield, gust of wind, phantom servant that intercepts missiles.

Deflection powers work in a variety of ways. Some manifestations actually *deflect* incoming attacks, others blur the target's form or produce illusionary effects. The end result is always the same, however - to misdirect incoming melee or missile attacks from the recipient of the power.

With success, foes must subtract 2 from either melee or ranged attacks (caster's choice). With a raise, the penalty applies to both.

An attacker who uses a ranged weapon in melee against the recipient suffers the penalty either way.

Modifiers

- **Additional Recipients (+1):** The power may affect more than one target for 1 additional Power Point each.

Smite

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Self
- **Duration:** 5 rounds
- **School:** Transmutation
- **Trappings:** A colored glow, runes, sigils, crackling energy, barbs grow from the blade.

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire quiver, 20 bolts, shells, or arrows, or one full "load" of ammunition (the GM determines the exact quantity for unusual weapons). While the power is in effect, the weapon's damage is increased by +2, or +4 with a raise.

Limitations: In the case of *smite* with a Personal Limitation (see page 168), "Self" refers to the specific weapon instead.

Speed

- **Rank:** Seasoned
- **Power Points:** 2
- **Range:** Self
- **Duration:** 5 rounds
- **School:** Transmutation
- **Trappings:** Slowing time, blurred motion.

Speed doubles the target's movement (basic Pace and running). With a raise the character also ignores the -2 running penalty.

Gear

- Alchemist's fire: Heavy Weapon. Those within the template take 2d4 damage when hit and 2d4-2 damage at the start of their next turn unless dowsed with water. Target might catch Fire (see page 154). Range: 3/6/12
- sunrod: provides normal light in a 30-foot radius for six hours. It increases Illumination one level for another 30' beyond that.
- potion of minor *healing*: removes one Wound less than an hour old
- ring of counterspells (lower Trait): An empty ring of counterspells can have a single power (including modifiers) cast on it. If anyone casts this power on the wearer, the casting fails and the ring is once again empty.

Situational Rules

Distracted & Vulnerable

Characters may be Distracted or made Vulnerable by special abilities, Tests, or powers. These states last until the end of the character's next turn unless otherwise noted. If a hero becomes Distracted or Vulnerable during her current turn, it lasts until the end of her next turn. Like effects don't stack.

- **Distracted:** The hero subtracts 2 from all Trait rolls until the end of his next turn.
- **Vulnerable:** Actions and attacks against the target are made at +2 until the end of his next turn. This doesn't stack with The Drop.