

Sajan

Male human monk 14 - CR 13

Lawful Neutral Humanoid (Human); Deity: Irori; Age: 22;

Height: 5' 10"; Weight: 180 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16/18	+3/+4	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11 =	+9	+2				
	Still Mind: +2 vs. enchantments						

REFLEX (DEXTERITY)	+13 =	+9	+4				
	Still Mind: +2 vs. enchantments						

WILL (WISDOM)	+10 =	+9	+1				
	Still Mind: +2 vs. enchantments						

Immunity to Disease	Spell Resistance (24)
Immunity to Poison	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 35 =	10	+6	+4			+4	+7	+3

Touch AC 29	Flat-Footed AC 24
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Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc
+18 =	+10	+4	-	-
+20 Disarming; +20 Grappling				

CM Defense	BAB	Strength	Dexterity	Size
43 =	10	+10	+4	-
45 vs. Disarm; 45 vs. Grapple				

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+10	HP	128
Initiative	+4	Damage / Current HP	
Speed	30 / 70 ft		



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+25	DEX (4)	14	
Rod of balance: +10 competence to long/high jump & 2x distance, Speed greater/less than 30 ft.: +30 to jump				
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+21	STR (4)	14	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+16	DEX (4)	9	
Fly	+6	DEX (4)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+18	WIS (1)	14	
Ride	+4	DEX (4)	-	
Sense Motive	+8	WIS (1)	4	
Stealth	+21	DEX (4)	14	
Survival	+1	WIS (1)	-	
Swim	+8	STR (4)	1	

Activated Abilities & Adjustments

Total Defense (+6 AC)

Feats

Acrobatic

You get a +2 bonus on all Acrobatics checks and Fly checks.

Combat Reflexes (5 AoO/round)

You can make extra attacks of opportunity.

Deflect Arrows (1/round)

While have an empty hand, negate one ranged weapon hit you are aware of (unless from a massive weapon).

Dodge

+1 AC.

Hammer the Gap

With a full-attack action, each hit against the same opponent deals extra damage

Improved Disarm

You don't provoke attacks of opportunity when disarming.

Improved Grapple

You don't provoke attacks of opportunity when grappling a foe.

Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Mobility

+4 to AC against some attacks of opportunity.

Feats

Monk Weapon Proficiencies

You are proficient with the Club, Crossbow (Light and Heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Sickle, Siangham and Sling.

Pummeling Charge

When using Pummeling Style, make Pummeling Style atk at end of charge.

Pummeling Style

Total damage from all unarmed attacks before applying DR.

Scorpion Style (DC 18)

Standard action: Unarmed strike also reduces target's land speed to 5 ft.

Spider Step (35')

Walk half your slow fall distance across walls, ceilings, ropes, branches, water, etc. as a move action.

Spring Attack

You can move - attack - move when attacking with a melee weapon.

Stunning Fist (14/day, DC 18)

You can stun an opponent with an unarmed attack.

Traits

Bullied

+1 to hit with unarmed AoEs.

Merchant Family

Increase gp limit of settlement by 20% & +10% when selling off treasure.

+2 unarmed strike

Main hand: **+16/+11, 2d6+6 plus 1d6 cold** Crit: x2+1d10 cold Light, B

Main w/ offhand: **+10/+5, 2d6+6 plus 1d6 cold**

Main w/ light off: **+12/+7, 2d6+6 plus 1d6 cold**

Offhand: **+8, 2d6+6 plus 1d6 cold**

Flurry: **+18/+18/+13/+13/+8, 2d6+6 plus 1d6 cold**

Bullied: +1 trait bonus on Attacks of Opportunity

Gear

Total Weight Carried: 15.2/300 lbs, Light Load (Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

+2 icy burst amulet of mighty fists	-
Artisan's outfit (Free)	-
Belt of thunderous charging	1 lb
Belt pouch (empty)	0.5 lbs
Bracers of armor +6	1 lb
Holy symbol, wooden (Irori)	-
Money	7.7 lbs
Ring of protection +4	-
Rod of balance	5 lbs

Special Abilities

Abundant Step (Su)

At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points from his ki pool. His caster level for this effect is equal to his monk level. He cannot take

Fast Movement (+40 ft.)

At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed. By spending 1 point from his ki pool, he can increase his speed by 20 feet for 1 round.

Experience & Wealth

Experience Points: **450000/635,000**

Current Cash: **385 gp**

Special Abilities

Flurry of Blows +12/+12/+7/+7/+2 (Ex)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be

High Jump (+14/+34 with ki point) (Ex)

At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point

Improved Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw and half damage on a failed saving throw.

Ki Defense +4 (Su)

A monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round.

Ki Flurry (Su)

By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack.

Ki Pool (8/day) (Su)

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

Ki Speed (Su)

By spending 1 point from his ki pool, a monk can increase his base speed by 20 feet for 1 round.

Ki Strike, Cold Iron/Silver (Su)

At 7th level, a monk's unarmed strikes count as cold iron and silver for the purposes of overcoming damage reduction.

Ki Strike, Lawful (Su)

At 10th level, a monk's unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.

Ki Strike, Magic (Su)

At 4th level, ki strike allows a monk's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

Maneuver Training (Ex)

For the purpose of calculating CMB, you add your full monk levels, rather than 3/4 of your monk levels.

Slow Fall 70 ft. (Ex)

At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce

Stunning Fist (Stun, Fatigue, Sicken, Stagger) (Ex)

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This

Unarmed Strike (2d6)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand

Wholeness of Body (14 hit points) (Su)

At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his ki pool.

Tracked Resources

Deflect Arrows (1/round)	<input type="checkbox"/>
Ki Pool (8/day) (Su)	□□□□□ □□□
Stunning Fist (14/day, DC 18)	□□□□□ □□□□□ □□□□

Languages

Common

Sajan – Abilities & Gear

Acrobatic

Feat

You are skilled at leaping, jumping, and flying.

Benefit: You get a +2 bonus on all Acrobatics and Fly skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In: Not Consolidated Skills

Combat Reflexes (5 AoO/round)

Feat

You can make additional attacks of opportunity.

Benefit: 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.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Deflect Arrows (1/round)

Feat

You can knock arrows and other projectiles off course, preventing them from hitting you.

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Dodge

Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Hammer the Gap

Feat

You repeatedly strike the same location, causing increasing amounts of damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take a full-attack action, each consecutive hit against the same opponent deals extra damage equal to the number of previous consecutive hits you have made against that opponent this turn. This damage is multiplied on a critical hit.

Appears In: Ultimate Combat

Improved Disarm

Feat

You are skilled at knocking weapons from a foe's grasp.

Prerequisite: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to disarm you.

Normal: You provoke an attack of opportunity when performing a disarm combat maneuver.

Appears In: Not New Paths Option: Use Scaling Feats

Improved Grapple

Feat

You are skilled at grappling opponents.

Prerequisite: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

Normal: You provoke an attack of opportunity when performing a grapple combat maneuver.

Appears In: Not New Paths Option: Use Scaling Feats

Improved Unarmed Strike

Feat

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Mobility

Feat

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: 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.

Pummeling Charge

Feat

Your charge ends with a mighty haymaker.

Prerequisites: Improved Unarmed Strike, Pummeling Style; base attack bonus +12, brawler level 8th, or monk level 8th.

Benefit: You can charge and make a full attack or flurry of blows at the end of your charge as part of the charge action. You can use Pummeling Charge in this way only if all of your attacks qualify for using Pummeling Style against a single target.

Normal: You cannot make a full attack on a charge.

Appears In: Advanced Class Guide

Sajan – Abilities & Gear

Pummeling Style **Feat**

Your unarmed strikes weave together in an effortless combo, focusing on the spots you've weakened with the last hit.

Prerequisites: Improved Unarmed Strike; base attack bonus +6, brawler's flurry class feature, or flurry of blows class feature.

Benefit: Whenever you use a full-attack action or flurry of blows to make multiple attacks against a single opponent with unarmed strikes, total the damage from all hits before applying damage reduction. This ability works only with unarmed strikes, no matter what other abilities you might possess.

Appears In: Advanced Class Guide

Scorpion Style (DC 18) **Feat**

You can perform an unarmed strike that greatly hampers your target's movement.

Prerequisite: Improved Unarmed Strike.

Benefit: To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier.)

Spider Step (35') **Feat**

Your physical mastery grants you an impossible stride.

Prerequisites: Acrobatics 6 ranks, Climb 6 ranks, monk level 6th.

Benefit: As a move action, you can move up to half your slow fall distance (maximum 50 feet) across a wall or ceiling or across ropes, branches, or even water or other surfaces that cannot support your weight. You must reach a solid, level surface by the end of your turn or you will fall.

Appears In: Advanced Player's Guide

Spring Attack **Feat**

You can deftly move up to a foe, strike, and withdraw before he can react.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move before and after an attack.

Stunning Fist (14/day, DC 18) **Feat**

You know just where to strike to temporarily stun a foe.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: 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.

Special: A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Bullied **Trait**

You were bullied often as a child, and you are now constantly ready to defend yourself with your fists when an enemy comes near. You gain a +1 trait bonus on attacks of opportunity attack rolls made with unarmed strikes. Note that this trait does not grant the ability to make attacks of opportunity with your unarmed strikes—you'll need to take a level of monk, the Improved Unarmed Strike feat, or some other similar power to gain the use of this character trait. However, that doesn't prevent you from selecting this trait. You'll simply not be able to make use of it until a later point if you do.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Merchant Family **Trait**

You are related to one of the four noble families from Magnimar who founded the Mercantile League of Sandpoint. You either grew up in Magnimar as a cousin in the Valdemar or Deverin family or were born and raised in Sandpoint. Education in running a business and years of looking after the family enterprise have given you a knack for trade. You increase the gp limit of any settlement by 20% and can resell items at an additional 10% over the amount of gp you normally would get from selling off treasure.

Appears In: Rise of the Runelords Anniversary Edition

Immunity to Disease **Unknown**

You are immune to diseases.

Immunity to Poison **Unknown**

You are immune to poison.

Spell Resistance (24) **Unknown**

You have Spell Resistance.

Sajan – Abilities & Gear

Unarmed Strike (2d6)

Unknown

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1–2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.

Abundant Step (Su)

Class Ability (Monk)

At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points from his ki pool. His caster level for this effect is equal to his monk level. He cannot take other creatures with him when he uses this ability.

Fast Movement (+40 ft.)

Class Ability (Monk)

At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed. By spending 1 point from his ki pool, he can increase his speed by 20 feet for 1 round.

Flurry of Blows +12/+12/+7/+7/+2 (Ex) Class Ability (Monk)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to utilize this ability). For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

High Jump (+14/+34 with ki point) (Ex) Class Ability (Monk)

At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his ki pool as a swift action, a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Improved Evasion (Ex)

Class Ability (Monk)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw and half damage on a failed saving throw.

Ki Defense +4 (Su)

Class Ability (Monk)

A monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round.

Ki Flurry (Su)

Class Ability (Monk)

By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack.

Ki Pool (8/day) (Su)

Class Ability (Monk)

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

A monk gains additional powers that consume points from his ki pool as he gains levels.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

For a Ninja, the Ki Pool is based on Charisma, rather than Wisdom.

Note: Unchained monks gain this ability at 3rd level.

Ki Speed (Su)

Class Ability (Monk)

By spending 1 point from his ki pool, a monk can increase his base speed by 20 feet for 1 round.

Ki Strike, Cold Iron/Silver (Su)

Class Ability (Monk)

At 7th level, a monk's unarmed strikes count as cold iron and silver for the purposes of overcoming damage reduction.

Ki Strike, Lawful (Su)

Class Ability (Monk)

At 10th level, a monk's unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.

Ki Strike, Magic (Su)

Class Ability (Monk)

At 4th level, ki strike allows a monk's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

Note: Unchained monks gain this ability at 3rd level, when they gain a ki pool.

Maneuver Training (Ex)

Class Ability (Monk)

For the purpose of calculating CMB, you add your full monk levels, rather than 3/4 of your monk levels.

Slow Fall 70 ft. (Ex)

Class Ability (Monk)

At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his monk level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

Sajan – Abilities & Gear

Stunning Fist (Stun, Fatigue, Sicken, Stagger) Class Ability (Monk)

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, the monk can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

Wholeness of Body (14 hit points) (Su) Class Ability (Monk)

At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his ki pool.

Ring of protection +4 Ring

This ring offers continual magical protection in the form of a deflection bonus of +4 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 16,000 gp

Rod of balance Rod

This short, slender rod appears to be crafted from solid iron, though it is incredibly light. In its shortened form, the rod has no powers. However, when the wielder pushes a small button on one end of the rod (a move action), the rod springs open to a 5-foot length, and its powers become available for use.

Once extended, the rod possesses several powers that add to the wielder's acrobatic abilities. The wielder of the rod receives a +10 competence bonus on all Acrobatics checks involving long jumps and high jumps; additionally, the wielder covers double the normal distance for a jump when making an Acrobatics check. The individual holding the rod also gain a +4 dodge bonus to AC when fighting defensively instead of the usual +2 bonus. Also, while using this item, the user of the rod cannot be knocked prone, and takes only half damage from falling. A rod of balance emits a faint aura of the abjuration and transmutation schools.

Construction

Requirements: Craft Rod, *cat's grace*, *feather fall*, *jump*; **Cost** 7,500 gp

Appears In: Ultimate Equipment

+2 icy burst amulet of mighty fists Wondrous Item (Neck)

Icy burst

An *icy burst* weapon functions as a *frost* weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the *frost* ability, an *icy burst* weapon deals an extra 1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of cold damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Even if the *frost* ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Construction

Requirements: Craft Magic Arms and Armor, *chill metal* or *ice storm*; **Cost** +2 Bonus

Belt of thunderous charging Wondrous Item (Belt)

An engraving of a charging rhinoceros decorates this thick leather belt. The belt grants its wearer a +2 enhancement bonus to Strength. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

The belt magnifies the wearer's momentum whenever she charges, granting her a +2 bonus on bull rush and overrun maneuvers. Furthermore, when the wearer makes a charge attack, her melee weapons and natural weapons deal damage as if they were one size category larger than they actually are.

Construction

Requirements Craft Wondrous Item, *bull's strength*, *lead blades* (*Advanced Player's Guide*); **Cost** 5,000 gp

Appears In: Ultimate Equipment

Bracers of armor +6 Wondrous Item (Wrist)

These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. *Bracers of armor* surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +6, just as though he were wearing armor. Both *bracers of armor* must be worn for the magic to be effective.

Construction

Requirements: Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; **Cost** 18,000 gp

Title - Sajan (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2010/03/18

XP Reward: 441000 XP; **Net Cash:**

- no notes -