

XILL: MATE SASSORI MONK



NEPEXODUS ICONIC:
XILL

XILL**Male sasori qinggong monk 3****Homeland** The Dominion**Deity** Kaga

LN Medium humanoid (sasori)

Init +3; **Senses** darkvision 60 ft.; Perception +9**DEFENSE****AC** 18, touch 16, flat-footed 15 (+1 armor, +3 Dex, +1 natural, +3 Wis)**hp** 23 (3d8+6)**Fort** +4; **Ref** +6; **Will** +6; +2 vs. enchantments, +2 vs. poison, +2 vs. vermin**Defensive Abilities** evasion, poisonous blood**OFFENSE****Speed** 40 ft.**Melee** unarmed strike +5 (1d6+1)**Melee** flurry of blows +4/+4 (1d6+1)**Ranged** sling +5 (1d4)**Special Attack** flurry of blows, stunning fist (DC 15, 3/day)**STATISTICS****Str** 12, **Dex** 17, **Con** 13, **Int** 10, **Wis** 16, **Cha** 6**Base Atk** +2; **CMB** +4; **CMD** 17**Feats** Combat Reflexes, Deflect Arrows, Improved Unarmed Strike, Stunning Fist, Toughness, Weapon Finesse**Skills** Acrobatics +13, Escape Artist +9, Perception +9, Stealth +13; Racial Modifiers +4 Acrobatics, +4 Stealth, +4 involving vermin**Languages** Sasori, Common**SQ** ki pool, maneuver training, poisonous blood**SPECIAL ABILITIES****Ki Pool (Su):** Xill has a ki pool of 4 points. He can spend a point and take a swift action to gain any one of the following: make one additional attack at his highest attack bonus when making a flurry of blows attack, or increase his speed by 20 feet for 1 round, or give himself a +4 dodge bonus to AC for 1 round.**Maneuver Training (Ex):** Xill uses his monk level in place of his base attack bonus when calculating his Combat Maneuver Bonus.**Poisonous Blood (Ex):** Xill's blood is mildly poisonous, not enough to cause harm but extremely foul to taste. Any creature that bites Xill must make a Will save (DC 16) or be unwilling to bite any sasori for 24 hours. A creature attempting to swallow Xill must make the save or refuse to swallow him.**EQUIPMENT**sling with 10 bullets, *bracers of armor* +1, sack, belt pouch; sack contains *oils of magic weapon* (3), *potions of cure light wounds* (3), *potion of barkskin* +2, *potions**of shield of faith* +2 (3), *potion of heroism*; belt pouch contains 1 gp and 3 cp.**SASORI**

Resources wax and wane, weapons and spells become obsolete, the master craftsman of one era is displaced by the industry of the next, and even land becomes worthless with the shifting ages. But information, say the sasori, is the one commodity that is always in demand. These scorpion-like creatures are brokers of information, by turns the greatest secret-keepers and the supreme spies of Exodus. Sasori are also known for their willingness - and ability - to kill to protect their secrets.

THE DOMINION

Located in Southwestern Exodus, the burning lands of the Dominion are home to one of the most stable, but also static nation in all of Exodus. In the Dominion, society has changed very little since the first Khagan created the caste system a millenium ago. This set the magically-gift Khans at the top of the order and separating the rest into four classes (the raiders, the shamans, the historians and the casteless).

The Tieflings live outside the system in a rigid matriarchal society. Every Tiefling's name takes after his ancestral grandmother, his mother and a given name.

The Dominion's traditional enemy is the Arman Protectorate whose clockwork warriors have proven to be a match to the Dominion's more mobile armies.

XILL

Male sasori qinggong monk 5

Homeland The Dominion

Deity Kaga

LN Medium humanoid (sasori)

Init +3; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 19, touch 17, flat-footed 15 (+1 armor, +4 Dex, +1 natural, +3 Wis)

hp 36 (5d8+10)

Fort +6; **Ref** +9; **Will** +8; +2 vs. enchantments, +2 vs. poison, +2 vs. vermin

Defensive Abilities evasion, poisonous blood; **Immune** diseases

OFFENSE

Speed 40 ft.

Melee Unarmed Strike +8 (1d8+3)

Melee Flurry of Blows +8/+8 (1d8+3)

Ranged Sling +7 (1d4)

Special Attack Stunning fist (DC 15, 3/day)

STATISTICS

Str 14, **Dex** 18, **Con** 13, **Int** 10, **Wis** 16, **Cha** 6

Base Atk +3; **CMB** +7; **CMD** 20

Feats Combat Reflexes, Deflect Arrows, Deny Death, Improved Unarmed Strike, Stunning Fist, Toughness, Weapon Finesse

Skills Acrobatics +15, Escape Artist +11, Perception +16, Stealth +15; **Racial Modifiers** +4 Acrobatics, +4 Stealth, +4 involving vermin

Languages Sasori, Common

SQ Ki pool, maneuver training, poisonous blood

SPECIAL ABILITIES

Ki Pool and Ki Powers (Su) Xill has a ki pool of 5 points. He can use a point to gain any of the following: make one additional attack at his highest attack bonus when making a flurry of blows attack, or increase his speed by 20 feet for 1 round, or give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. So long as he has at least one point of ki, his unarmed strikes deal damage as though magical. In addition, Xill can use 1 point of ki to cast *barkskin*, as per the spell with a caster level equal to his monk level.

Maneuver Training (Ex) Xill uses his monk level in place of his base attack bonus when calculating his Combat Maneuver Bonus.

Poisonous Blood (Ex) Xill's blood is mildly poisonous. Not enough to cause harm but extremely foul to taste. Any creature that bites Xill must make a Will save (DC 16) or be unwilling to bite any sasori for 24 hours. A creature attempting to swallow Xill must make the save or refuse to swallow him.



EQUIPMENT

Bodywrap of mighty strikes +1, *cloak of resistance* +1, *eyes of the eagle*, *belt of giant strength* +2

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