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ABANDONED ARTS® PRESENTS:

NPC ARSENAL No. 1: DRUNKEN AASIMAR SENSEI

A HAND-CRAFTED NON-PLAYER CHARACTER FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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DRUNKEN AASIMAR SENSEI; CR 8

Wild, colorful hair and a subtle radiance suggest this middle-aged monk's Elysian heritage. Despite this chaotic legacy, and the monk's clearly drunken state, the aasimar's eyes speak of bemused wisdom and smug patience.

middle-aged aasimar monk 9 (drunken master, sensei)

XP 4,800; LN Medium outsider (native)

Init +1; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 20, touch 20, flat-footed 18 (+1 Dex, +1 dodge, +2 monk, +6 Wis)

hp 67 (9d8+27)

Fort +8, Ref +7, Will +12; +2 vs. death effects

Resist acid 5, cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee unarmed strike +12/+7 (1d10+1, plus 1d6 fire)

Ranged shuriken +7, 10 ft. (1d2+1)

Special Attacks drunken strength, Stunning Fist (9/day, DC 20)

Spell-Like Abilities (CL 9th, concentration +9)

1/day – lesser age resistance^M

STATISTICS

Str 12, Dex 13, Con 14, Int 11, Wis 22, Cha 11

Base Attack +6; CMB +9; CMD 26

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Mobility, Panther Claw^C, Panther Parry^C, Panther Style^C, Stunning Fist

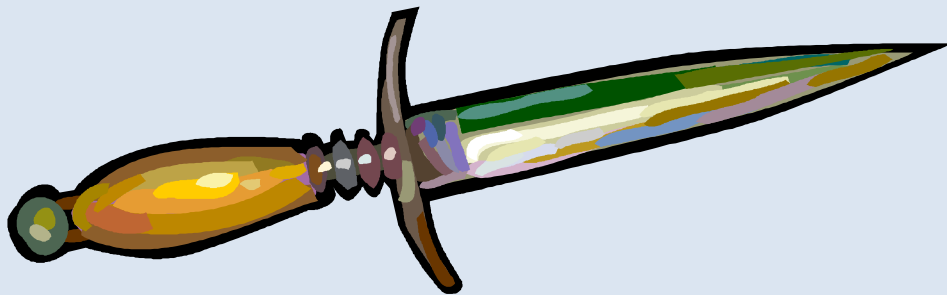
Skills Acrobatics +14, Knowledge (history) +2, Perception +18, Sense Motive +18, Stealth +14;

Racial Knowledge (history) +2

Languages Celestial, Common

SQ drunken ki, high jump, immortal spark, ki pool (10 points, magic), maneuver training, mystic wisdom, skilled, slow fall 40 ft., wholeness of body

Combat Gear *potion of fly*, *potion of cure moderate wounds*; shuriken (50); Other Gear *amulet of mighty fists (flaming)*, *headband of inspiring wisdom* +2, wine (8)



SOURCEBOOK REFERENCES

^M: see the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook

^C: see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook

BUILD NOTES

This drunken sensei master is built to use her Panther Style feats to provoke a large number of attacks of opportunity each round, dealing damage to multiple targets each time. At higher levels, other style feats like Crane Style would be a sensible choices for improving survivability and versatility. As the sensei gains levels, it is best for her to continuously raise her Wisdom through any means possible as her Wisdom modifier contributes to the drunken monk's attack rolls, AC, CMB, CMD, Will saving throws, Stunning Fist DCs, and the number of attacks allowed during her Panther Style retaliations. Of secondary importance is Dexterity, to improve initiative, Acrobatics, Stealth, and AC. With the capability for higher wealth, items like a set of *monks' robes*, *pauldrons of the serpent*, a *belt of physical perfection*, *boots of striding and springing*, *tengu jugs*, and - naturally - an upgraded *headband of inspired wisdom* make this sensei a force to be reckoned with... especially against large groups of opponents. With a combination of these items and feats, this monk is top-notch concerning AC, CMD, and skills, all while retaining the ability to spread around a respectable bit of damage with her bare hands. The stat block above assumes that the drunken sensei has cast *lesser age resistance* first thing in the morning (since the spell-like ability has a 24-hour duration). If the sensei does not have the chance to cast it on any given day, reduce each of her physical ability scores by one point.

TACTICAL NOTES

The drunken sensei is packed full of wisdom – and also booze! She goes into battle with such superior knowledge of her enemies that it sometimes seems like she knows what they are thinking before they do. Her most effective strategy is the ability to provoke an attack of opportunity through movement and, in doing so, gain a free attack through her Panther Style feat chain before anyone is the wiser. At the end of this movement, she can use her standard attacks to either drop an opponent or stun them into compliance with a Stunning Fist. This trick does wonders against entire groups of foes, until someone catches on and opts out of his or her attack of opportunity. At this point, the sensei should rely on her solid AC and her ability to add drunken strength to her unarmed strikes to work her way through the enemy. Her flaming *amulet of mighty fists* helps to raise her damage output, since her attacks are not individually powerful. Alternately, the drunken monk might well simply take advantage of her opponent's countermeasures, moving unimpeded through enemy positions to engage “soft” targets like healers, long-range combatants, and spellcasters.

The sensei can also inspire wisdom in herself as well as her allies, making her an all-around asset in battle. With a touch AC equal to her overall AC she has that much less to fear from spellcasting opponents, and is almost never caught off guard thanks to a high Perception modifier and a remarkable flat-footed AC. In a pinch, the drunken monk can use these high defensive values and her ability to drain an entire battalion of enemies of their attacks of opportunity to perform formidably in a defensive “front-line” position. Mobility helps in this regard, as well as making her deliberate provoking of attacks into a safer strategy.

Quaffing her *potion of fly* enables the sensei to deal with any enemy in the air as well as she does on solid ground. It's wise to make sure that there are at least a few drinks in her system at any given time, in the likely event that the monk might need a little extra *ki*. Outside of combat, her keen Perception and Sense Motive skill values make her a necessity in almost any interaction. With great Acrobatics, Stealth, and jumping skills, the sensei finds it easy to overcome many obstructing hazards, and stands a better chance than do most to escape a desperate situation.

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