



Zell is short and has uniquely styled spiky blond hair and blue eyes. He wears a black vest with a red decor along the zipper, a black beater, baggy denim shorts, and black and red tennis shoes. He has a black tribal tattoo on the left side of his face.

Zell is a consummate martial artist and his skills are unsurpassed in Garden. Zell never backs down from a challenge and stands up for what he believes is right. He is energetic, loud, overconfident in his abilities, but tends to not think things through and overreact to being teased. He attempts to befriend everyone he meets. He is often in trouble with either the Disciplinary Committee or the Garden Faculty for running through the halls, or riding T-Boards on Balamb Garden premises, but despite this, Zell is a model pupil with an interest in world events.

Zell has a close relationship with his mother and is a prominent figure among Balamb Town, as pretty much everyone there knows him. Zell admires his grandfather, who used to be a soldier, and aspires to follow in his footsteps. Zell loves hot dogs, but due to high demand there are never any left for him by the time he shows up.

Zell Dincht

CR 1

XP 400

Male Hume Monk 1

LG Medium Humanoid

Init +5; **Senses** Perception +7

Defense

AC 17, touch 17, flat-footed 13 (+3 Wis, +3 Dex, +1 dodge)

HP 11 (1d10+1)

Fort +3, **Reflex** +5, **Will** +3

Offense

Speed 30 ft.

Melee Unarmed Strike +4 (1d6+3/x2)

Special Attacks [Flurry of Blows](#) +4/+4 (1d6+3/x2), [Blitz Techniques](#), [Combo Finishers](#) (Bootshine)

Special Abilities [Stunning Fist](#) +4 (1d6+3; DC 14 Fort or Stun 1 round) [1/day]

Limit Breaks [Absolute Perfection](#), [Ki Blast](#) (1d6, 60-ft.-line; Reflex DC 14 halves)

Tactics

During Battle Zell lets loose on his foes with different blitz techniques for many different situations. Zell likes to stay close to his enemies, but he is fairly cautious in combat. He will avoid rushing ahead alone, instead preferring to help other allies flank opponents so he can unleash his attacks uninterrupted.

Statistics

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

Base Atk +1; **CMB** +3; **CMD** 16

Feats Dodge, Improved Unarmed Strike, Weapon Finesse

Skills Acrobatics +7, Escape Artist +7, Perception +7, Sense Motive +7, Stealth +7

Languages Common

SQ [AC Bonus](#), [Martial Arts](#) (1d6)

Combat Gear Weighted Hand/Footwraps; **Other Gear** Backpack, Bedroll, 1-pint Flask, Trail Rations x3, 60 gil.

*Zell puts his favored class bonus into bonus Skill Ranks.

**If playing in a game that allows traits, Zell gains the “Reactionary” and “Competitive” traits.

Zell Dinct

CR 5

XP 1,600

Male Hume Monk 5

LG Medium Humanoid

Init +6; **Senses** Perception +11

Defense

AC 18, touch 18, flat-footed 14 (+3 Wis, +1 AC Bonus, +4 Dex, +1 dodge)

HP 42 (5d10+10)

Fort +7, **Reflex** +9, **Will** +5

Immune Disease

Offense

Speed 40 ft.

Melee Unarmed Strike +10 (1d8+4/20 x2)

Special Attacks [Flurry of Blows](#) +10/+10 (1d8+4/20 x2), [Blitz Techniques](#), [Combo Finishers](#) (Bootshine, Pummel, Meteor Strike)

Special Abilities [Stunning Fist](#) +10 (1d8+4/20 x2; DC 15 Fort negates) [5/day], [Ki Pool](#) (8 pts)

Limit Breaks [Absolute Perfection](#), [Ki Blast](#) (5d6, 60-ft-line; Reflex DC 15 halves damage)

Tactics

During Battle Zell lets loose on his foes with different blitz techniques for many different situations. Zell likes to stay close to his enemies, but he is fairly cautious in combat. Given the chance, Zell will unleash his combo

finishers on the most dangerous looking enemy. He will avoid rushing ahead alone, instead preferring to help other allies flank opponents so he can unleash his attacks uninterrupted.

Statistics

Str 14, Dex 18, Con 14, Int 10, Wis 16, Cha 10

Base Atk +5; CMB +7; CMD 21

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Power Attack, Weapon Finesse

Skills Acrobatics +12, Escape Artist +12, Perception +11, Sense Motive +11, Stealth +12

Languages Common

SQ AC Bonus, [Martial Arts](#) (1d8), [Evasion](#), [Fast Movement](#) (+10 ft.), Martial Arts Master, [Ki Powers](#) (Ki Metabolism), [Purity of Body](#)

Combat Gear +1 Weighted Hand/Footwraps, Belt of Incredible Dexterity +2, Cloak of Resistance +1, Baccus Wine, Hi-Potion x2, Strength Tonic; **Other Gear** Backpack, Bedroll, 1-pint Flask, Trail Rations x3.

Zell Dincht

CR 10

XP 9,600

Male Hume Monk 10

LG Medium Humanoid

Init +6; **Senses** Perception +16

Defense

AC 23, touch 22, flat-footed 18 (+3 Wis, +2 AC Bonus, +1 armor, +4 Dex, +1 dodge, +2 deflect)

HP 89 (10d10+30)

Fort +13, **Reflex** +14, **Will** +9

Immune Disease

Offense

Speed 60 ft.

Melee Unarmed Strike +17/+12 (1d10+7/20 x2)

Special Attacks [Flurry of Blows](#) +17/+17/+12 (1d10+7/20 x2), [Blitz Techniques](#), [Combo Finishers](#) (Bootshine, Pummel, Meteor Strike, Beat Rush, Combo Breaker)

Special Abilities [Stunning Fist](#) +17 (1d10+7/20 x2; DC 18 Fort negates) [10/day], [Ki Pool](#) (8 pts), [Boost](#) (6/day)

Limit Breaks [Absolute Perfection](#), [Ki Blast](#) (10d6, 60-ft.-line; Reflex DC 18 halves damage)

Tactics

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Statistics

Str 16, Dex 18, Con 16, Int 10, Wis 17, Cha 10

Base Atk +10/+5; **CMB** +13; **CMD** 27

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Jabbing Style, Mobility, Power Attack, Weapon Finesse

Skills Acrobatics +17, Escape Artist +17, Perception +16, Sense Motive +16, Stealth +17

Languages Common

SQ [AC Bonus](#), [Martial Arts](#) (1d10), [Evasion](#), [Fast Movement](#) (+30 ft.), Martial Arts Master, [Ki Powers](#) (Ki Metabolism, Sudden Speed, Insightful Wisdom, Ki Hurricane), [Purity of Body](#), [Improved Evasion](#)

Combat Gear +3 Weighted Hand/Footwraps, Bracers of Armor +1, Belt of Physical Perfection +2, Cloak of Resistance +3, Ring of Protection +2, X-Potion x3, Hi-Potion, Baccus Wine x3; **Other Gear** Backpack, Bedroll, 1-pint Flask, Trail Rations x3.

Zell Dinct

CR 15

XP 51,200

Male Hume Monk 15

LG Medium Humanoid

Init +8; **Senses** Perception +25

Defense

AC 31, touch 31, flat-footed 24 (+7 Wis, +4 AC Bonus, +6 Dex, +1 dodge, +3 deflect)

HP 117 (15d10+30)

Fort +17, **Reflex** +19, **Will** +16

Defensive Abilities [Defensive Roll](#) (1/day); **Immune** Poison, Curse, Disease

Offense

Speed 80 ft.

Melee Unarmed Strike +26/+21/+16 (2d6+9/20 x2)

Special Attacks [Flurry of Blows](#) +26/+26/+26/+21/+16 (2d6+9/20 x2), [Blitz Techniques](#), [Combo Finishers](#) (Bootshine, Pummel, Meteor Strike, Beat Rush, Combo Breaker, Shoulder Tackle, Dragon Punch, Final Heaven)

Special Abilities [Stunning Fist](#) +26 (2d6+9/20 x2; DC 24 Fort negates) [15/day], [Ki Pool](#) (14 pts), [Boost](#) (10/day), [Counterattack](#)

Limit Breaks [Absolute Perfection](#), [Ki Blast](#) (15d6, 60-ft.-line; Reflex DC 24 halves damage)

Tactics

During Battle Zell lets loose on his foes with different blitz techniques for many different situations. Zell likes to stay close to his enemies, but he is fairly cautious in combat. Given the chance, Zell will unleash his combo finishers on the most dangerous looking enemy. He will avoid rushing ahead alone, instead preferring to help other allies flank opponents so he can unleash his attacks uninterrupted.

Statistics

Str 16, **Dex** 22, **Con** 18, **Int** 10, **Wis** 24, **Cha** 10

Base Atk +15/+10/+5; **CMB** +18; **CMD** 34

Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Jabbing Dancer, Jabbing Master, Jabbing Style, Mobility, Power Attack, Weapon Finesse

Skills Acrobatics +24, Escape Artist +24, Perception +25, Sense Motive +25, Stealth +24

Languages Common

SQ [AC Bonus](#), [Martial Arts](#) (2d6), [Evasion](#), [Fast Movement](#) (+ 50 ft.), Martial Arts Master, [Ki Powers](#) (Ki Metabolism, Sudden Speed, Insightful Wisdom, Ki Hurricane, Diamond Soul, One Touch), [Purity of Body](#), [Improved Evasion](#)

Combat Gear +5 Weighted Hand/Footwraps, Quick Bracer, Muscle Belt, Cloak of Resistance +4, Ring of Protection +3, X-Potion x5, Mega Phoenix, Phoenix Down x2, Baccus Wine x3; **Other Gear** Backpack, Bedroll, 1-pint Flask, Trail Rations x3.