

The Veteran Train Conductor

Medium humanoid (orc), Monk (Way of the Open Hand)

Armor Class: 15

Hit Points: 39

Speed: 45ft

STR	DEX	CON	INT	WIS	CHA
12	18	13	12	12	9
(+1)	(+4)	(+1)	(+1)	(+1)	(-1)

Skills: Insight +4, Investigation +7,

Saving Throws: STR +4, DEX +7

Slow Fall. Reduce any falling damage, you take by 30 as a reaction.

Extra Attack. Attack twice when you take the Attack action.

Stunning Strike. After hitting with a melee attack, spend 1 Ki point to stun the target until the end of your next turn if it fails a CON saving throw (DC 12).

Ki-Empowered Strikes. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

Ki Points. 6 per short rest.

Actions

Dart. Ranged Weapon Attack: +6 to hit, reach 5 ft. *Hit:* 5 (1d4+3) piercing damage.

Unarmed Strike. Melee Attack: +6 to hit, reach 5 ft. *Hit:* 7 (1d6+3) piercing damage

Bonus Actions

Flurry of Blows. After the Attack action, spend 1 Ki point to make two more unarmed strikes as a bonus action.

Patient Defense. Spend 1 Ki point to take the Dodge action.

Step of the Wind. Spend 1 Ki point to take the Disengage or Dash action, and double your jump distance for the turn.

Unarmed Strike. After the Attack action, make one unarmed strike.

Relentless Endurance. When you are reduced to 0 HP but not killed, you can drop to 1 HP instead once per long rest.

Savage Attacks. When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.