

Monk 8

CLASS & LEVEL

Folk Hero

BACKGROUND

PLAYER NAME

Human (Chultan)

RACE

Lawful Neutral

ALIGNMENT

34,000

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
10
+0

DEXTERITY
18
+4

CONSTITUTION
14
+2

INTELLIGENCE
10
+0

WISDOM
18
+4

CHARISMA
11
+0

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +3 Strength
- +7 Dexterity
- +2 Constitution
- +0 Intelligence
- +4 Wisdom
- +0 Charisma

SKILLS

- +7 Acrobatics (Dex)
- +7 Animal Handling (Wis)
- +0 Arcana (Int)
- +0 Athletics (Str)
- +0 Deception (Cha)
- +0 History (Int)
- +4 Insight (Wis)
- +0 Intimidation (Cha)
- +0 Investigation (Int)
- +4 Medicine (Wis)
- +0 Nature (Int)
- +4 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +0 Religion (Int)
- +4 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +7 Survival (Wis)

18 ARMOR CLASS

+4 INITIATIVE

45 ft. SPEED

Hit Point Maximum 59

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
shtsword	+7	1d6+4
unarmed	+7	1d6+4
dart*	+7	1d4+4

*thrown dart range (20/60)

EXTRA ATTACK.
You can attack twice, instead of once, whenever you take the Attack action on your turn.

STUNNING STRIKE.
You can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

ATTACKS & SPELLCASTING

MARTIAL ARTS.
Your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property.
While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can make one unarmed strike as a bonus action when you use the Attack action with an unarmed strike or a monk weapon on your turn.

FLURRY OF BLOWS.
Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

PATIENT DEFENSE.
You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

STEP OF THE WIND.
You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

DEFLECT MISSILES.
You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.
If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

SLOW FALL.
You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

WAY OF THE OPEN HAND.

OPEN HAND TECHNIQUE.
You can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

WHOLENESS OF BODY.
You have the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

FEATURES & TRAITS

14 PASSIVE WISDOM (PERCEPTION)

Weapons.
Simple Weapons, Shortsword

Tools.
Artisan's Tools (Calligrapher's Supplies, Cartographer's Tools), Vehicles (Land)

Languages.
Common, Chultan

OTHER PROFICIENCIES & LANGUAGES

shortsword, 10 darts, explorer's pack, calligrapher's supplies, cartographer's tools, shovel, iron pot, common clothes, pouch

10

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

RUSTIC HOSPITALITY.
 Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

BACKSTORY.
 You've always been a hero of the people, but what do you do when the people go missing... in the jungle no less? You set out to find your people. It really is THAT simple.

CHARACTER BACKSTORY

UNARMORED DEFENSE.
 While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

KI.
 Your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.
 You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.
 When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

KI-EMPOWERED STRIKES.
 Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

EVASION.
 Your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

STILLNESS OF MIND.
 You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

ADDITIONAL FEATURES & TRAITS

TREASURE