

Monk 3

CLASS & LEVEL

Folk Hero

BACKGROUND

PLAYER NAME

Human (Chultan)

RACE

Lawful Neutral

ALIGNMENT

900

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**  
10  
+0

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
10  
+0

**WISDOM**  
16  
+3

**CHARISMA**  
11  
+0

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- +2 Strength
- +5 Dexterity
- +2 Constitution
- +0 Intelligence
- +3 Wisdom
- +0 Charisma

**SKILLS**

- +5 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- +0 Arcana (Int)
- +0 Athletics (Str)
- +0 Deception (Cha)
- +0 History (Int)
- +3 Insight (Wis)
- +0 Intimidation (Cha)
- +0 Investigation (Int)
- +3 Medicine (Wis)
- +0 Nature (Int)
- +3 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +5 Survival (Wis)

16 ARMOR CLASS

+3 INITIATIVE

40 ft. SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
shtsword	+5	1d6+3
unarmed	+5	1d4+3
dart*	+5	1d4+3

\*thrown dart range (20/60)

**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.

**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.

**FEATURES & TRAITS**

13 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**

**EQUIPMENT**

- CP shortsword, 10 darts,
- SP explorer's pack,
- EP calligrapher's supplies,
- EP cartographer's tools,
- CP shovel, iron pot,
- CP 10 common clothes,
- PP pouch



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

**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.

ADDITIONAL FEATURES & TRAITS

TREASURE