

HUMAN MONK

2nd-Level Medium Human Monk

Armor Class 15

Hit Points 17 (1d8 Hit Die)

Speed 30 ft.

Alignment lawful neutral

Languages Common, Orcish

ABILITY SCORES

Strength	13	(+1)
Dexterity	17	(+3)
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	15	(+2)
Charisma	9	(-1)

ATTACKS

Melee Attack (Two-Weapon Fighting): Unarmed strike (+4 to hit; 1d6 + 3 bludgeoning) and unarmed strike (+4 to hit; 1d6 bludgeoning)

Ranged Attack: Light crossbow (range 80 ft./320 ft.; +4 to hit; 1d6 + 3 piercing)

LORE

When you make an intelligence check to recall cultural lore (hobgoblins) or military lore, you gain a +10 bonus to the check.

EQUIPMENT

Light crossbow, crossbow bolts (20), *potion of healing*, healer's kit, backpack, bedroll, belt pouch, climber's kit, clothes, collection of "Wanted" broadsheets, lock of hair from previous bounty, silk rope (50 ft.), two sets of manacles, 35 gp, and 5 sp.

Slow Fall. When you take damage from a fall, you can use your reaction to reduce the damage you take from the fall by an amount equal to your monk level.

If you spend 1 ki point, you instead reduce the damage by your monk level multiplied by 5.

Background: Bounty Hunter

You track down and capture fugitives for the bounty placed on their heads.

Bounty Board. When you are in an area of civilization, you can find information about fugitives and the bounties placed on their heads, and you can secure the legal authority to hunt down and capture or kill those fugitives. Sometimes the authorities will come to you, as an established bounty hunter, with specific requests. Your reputation and knowledge make it easy for you to establish useful contacts in the town watch or guard.

When you attempt to locate a fugitive, if you fail to locate that quarry yourself, you often know where to go and from whom to obtain information on that quarry's whereabouts. Usually this comes in the form of contacts you have cultivated on past hunts. Your DM might rule that this information is unavailable—some creatures have ways of hiding themselves that are very difficult to uncover.

Proficiency. You have proficiency with the climber's kit.

Class Features

Attack Bonus. You gain a +1 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).

Ki (2 points). Your training allows you to channel energy, called ki, to create supernatural effects, including dazzlingly fast attacks and blinding speed. Your access to this magical energy is represented by a number of ki points.

When you spend a ki point, it is unavailable until you complete a short rest or a long rest. The rest allows you to meditate and draw ki back into yourself.

Expertise. You have a d6 as an expertise die. As a result of your training, when you make a Dexterity check, you can roll your expertise die and add the number rolled to the check.

Flurry of Blows. You can make unarmed strikes with supernatural speed. When you make an attack with your unarmed strike on your turn, you can spend 1 ki point to make one additional unarmed attack as a part of the same action.

You can decide to use this feature after seeing the result of the previous attack.

Proficiencies. You have proficiency the club, dagger, handaxe, light crossbow, longsword, quarterstaff, short sword, sling, spear, and unarmed strike.