

HUMAN RACE

MONK (WAY OF THE ELEMENTS), 3RD-LEVEL

ACOLYTE BACKGROUND

MEDIUM SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

PROFICIENCY BONUS



+4_ Strength O <u>+5</u> Dexterity

Constitution

_ Intelligence

O ____ Wisdom

_ Charisma SAVING THROWS



CONSTITUTION

12

INTELLIGENCE

8

WISDOM

14

CHARISMA

10

+5 Acrobatics (Dex)

Animal Handling (Wis)

_ Arcana (Int)

44 Athletics (Str)

Deception (Cha)

O ____ History (Int)

Insight (Wis)

Intimidation (Cha)

O ____ Investigation (Int)

Medicine (Wis)

O ____ Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

_ Sleight of Hand (Dex)

Stealth (Dex)

O ____ Survival (Wis)

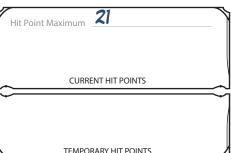
SKILLS

PASSIVE WISDOM (PERCEPTION)

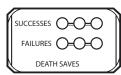


INITIATIVE

FEET SPEED







ATK BONUS DAMAGE/TYPE QUARTERSTAFF 1,2 +5 1D6+3 BLUDGEONING UNARMED STRIKE 2 +5 1D4+3 BLUDGEONING DART 3 +5 104+3 PIERCING

IF WIELDING YOUR QUARTERSTAFF WITH TWO HANDS, YOU INFLICT 108+3 DAMAGE INSTEAD.

² WHEN YOU ATTACK WITH YOUR QUARTERSTAFF OR UNARMED STRIKE. YOU CAN USE YOUR BONUS ACTION TO MAKE AN ADDITIONAL UNARMED STRIKE.

3 YOU CAN THROW A DART UP TO 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

SPELL SLOTS

(1ST) (1ST) (1ST) (2ND) (2ND)

ATTACKS & SPELLCASTING

QUARTERSTAFF **DARTS (10)** BEDROLL

AS A MONK, YOU HAVE HONED YOUR BODY INTO A WEAPON.

MOBILE. YOU ARE EXCEPTIONALLY SPEEDY AND AGILE.

- WHEN YOU DASH, DIFFICULT TERRAIN DOESNT COST EXTRA MOVEMENT ON THAT TURN.
- WHEN YOU MAKE A MELEE ATTACK, YOU DON'T PROVOKE OPPORTUNITY ATTACKS FROM THAT CREATURE FOR THE REST OF THE TURN, WHETHER YOU HIT OR NOT.

UNARMOURED DEFENSE. WHILE YOU ARE WEARING NO ARMOUR AND HAVE NO SHIELD, YOUR AC EQUALS 10 + YOUR DEXTERITY MODIFIER + YOUR WISDOM MODIFIER. (ALREADY NOTED IN YOUR CHARACTER SHEET.)

MARTIAL ARTS. WHEN YOU USE THE ATTACK ACTION WITH AN UNARMED STRIKE OR A MONK WEAPON, YOU CAN MAKE ONE UNARMED STRIKE AS A BONUS ACTION.

KI YOU HAVE 3 KI POINTS WHICH YOU CAN SPEND TO GRANT YOURSELF THESE FEATURES:

- · FLURRY OF BLOWS. IMMEDIATELY AFTER YOU TAKE THE ATTACK ACTION ON YOUR TURN, YOU CAN SPEND I 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 I KI POINT TO TAKE THE DISENGAGE OR DASH ACTION AS A BONUS ACTION ON YOUR TURN, AND YOUR JUMP DISTANCE IS DOUBLED. (PHB 182)

SPENT KI POINTS ARE RESTORED AFTER A LONG REST.

DEFLECT MISSILES. YOU CAN USE YOUR REACTION TO REDUCE THE DAMAGE YOU TAKE FROM A RANGED ATTACK BY 1010+6. IF YOU REDUCE THE DAMAGE TO 0, YOU CATCH THE MISSILE (IF IT IS SMALL ENOUGH TO HOLD IN ONE HAND, SUCH AS AN ARROW). PLUS, YOU CAN SPEND I KI POINT TO MAKE A RANGED ATTACK (+5, TO A RANGE OF 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL) WITH THE MISSILE YOU JUST CAUGHT.

ELEMENTAL ATTUNEMENT. YOU CAN USE YOUR ACTION TO CONTROL NEARBY ELEMENTAL FORCES, CAUSING ONE OF THE FOLLOWING EFFECTS:

- CREATE A HARMLESS ELEMENTAL SENSORY EFFECT, SUCH AS SHOWER OF SPARKS, A PUFF OF WIND, A SPRAY OF MIST, OR A LIGHT TREMOR
- · LIGHT OR SNUFF OUT A CANDLE, A TORCH, OR A SMALL CAMPFIRE.
- · CHILL OR WARM UP TO 1 POUND OF NONLIVING MATERIAL FOR UP TO 1 HOUR.
- CAUSE 1 CUBIC FT. OF EARTH, FIRE, WATER OR MIST TO SHAPE ITSELF INTO A CRUDE FORM FOR 1 MINUTE.

FANGS OF THE FIRESNAKE. FOR YOUR ATTACK ACTION. YOU CAN SPEND I KI POINT TO CAUSE TENDRILS OF FLAME TO STRETCH OUT FROM YOUR FISTS AND FEET. YOUR UNARMED STRIKES REACH INCREASES TO 15 FT FOR THAT ACTION, AS WELL AS THE REST OF THE TURN. A HIT WITH SUCH AN ATTACK DEALS FIRE DAMAGE, AND IF YOU SPEND I KI POINT WHEN THE ATTACK HITS, IT ALSO DEALS AN EXTRA 1010 FIRE DAMAGE.

SHELTER OF THE FAITHFUL. AS AN ACOLYTE, YOU CAN PERFORM THE RELIGIOUS CEREMONIES OF YOUR DEITY AND YOU COMMAND THE RESPECT OF THOSE WHO SHARE YOUR FAITH. YOU AND YOUR ADVENTURING COMPANIONS CAN EXPECT TO RECEIVE FREE HEALING AND CARE AT A TEMPLE, SHRINE, OR OTHER ESTABLISHED PRESENCE OF YOUR DEITY, THOUGH YOU MUST PROVIDE ANY MATERIAL COMPONENTS NEEDED FOR SPELLS. ACOLYTES AND WORSHIPPERS OF YOUR DEITY WILL SUPPORT YOU AT A MODEST LIFESTYLE. (SEE MORE: PHB 127)

FEATURES & TRAITS



ANGUAGES. COMMON, SYLVAN, ELEMENTAL, PRIMORDIAL.

OTHER PROFICIENCIES & LANGUAGES

