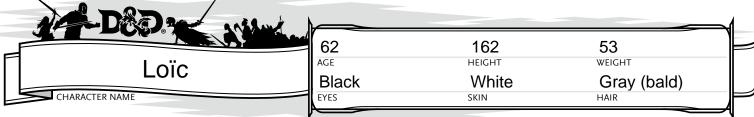
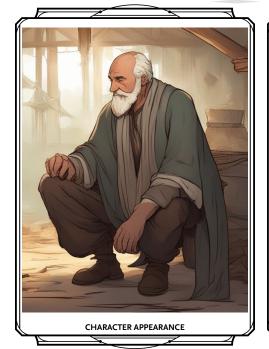
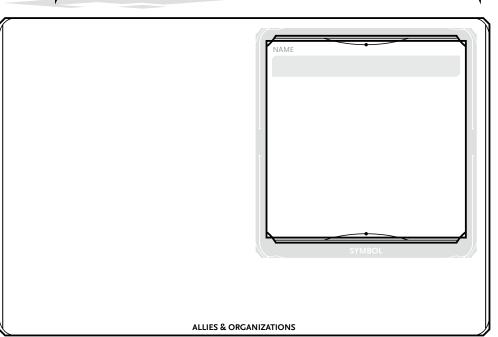


EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES







- He hides a monster in his barn
- He hides the monster because it is his 'pet' (yet the monster is shackled, unsurprisingly) He wants the case to be closed very quickly

- He has nothing to do with the goats being murdered
 He is still grieving the loss of his wife (she died naturally)

TREASURE CHARACTER BACKSTORY

FEATURES & TRAITS
PERIORES & TRAITS
Bonus Actions
Flurry of Blows. After you take Attack action, spend 1 ki to make 2 unarmed strikes. Martial Arta Make an outre unarmed strike when you take Attack action.
Martial Arts. Make an extra unarmed strike when you take Attack 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 jump distance is doubled for the turn.
Reactions Deflect Missiles. When hit by a ranged attack, reduce the damage by 1d10 +7. If you reduce it to 0, you can catch the missile (if you have a free hand and it's small enough to hold) and use it in a ranged attack with proficiency, as a monk weapon, for 1 ki point with range 20/60.
Slow Fall. Reduce falling damage by 25.
Other Traits Ki. You have 5 ki points.
Open Hand Technique. When you hit with Flurry of Blows, you impose one of the effects on the target: 1) must make a DC 12 DEX save or be knocked prone. 2) make a DC 12 STR save or be pushed 15 ft. 3) can't take reactions until end of your next turn.
Stunning Strike. When you hit a creature with melee attack, spend 1 ki point to stun the creature if it fails a DC 12 CON save.

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