

Elizabeth fight cheat-sheet lvl5

Level	Martial Arts	Focus Points	Unarmored Movement
5	1d8	5	+10 ft
6	1d8	6	+15 ft
7	1d8	7	+15 ft

Bonus Unarmed Strike.

You can make an Unarmed Strike as a Bonus Action.

Martial Arts Die.

in place of the normal damage of your Unarmed Strike or Monk weapons.

Dexterous Attacks.

You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes and Monk weapons. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use your Dexterity modifier instead of your Strength modifier to determine the save DC.

Level 2: Monk's Focus

When you expend a Focus Point, it is unavailable until you finish a Short or Long Rest, at the end of which you regain all your expended points.

Flurry of Blows.

You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.

Patient Defense.

You can take the Disengage action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and the Dodge actions as a Bonus Action.

Step of the Wind.

You can take the Dash action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

Level 2: Uncanny Metabolism

When you roll Initiative, you can regain all expended Focus Points. When you do so, roll your Martial Arts die, and regain a number of Hit Points equal to your Monk level plus the number rolled. Once you use this feature, you can't use it again until you finish a Long Rest.

Level 3: Deflect Attacks

When an attack roll hits you and its damage includes Bludgeoning, Piercing, or Slashing damage, you can take a **Reaction** to reduce the attack's total damage against you. The reduction equals **1d10 plus your Dexterity modifier and Monk level**.

If you reduce the damage to 0, you can expend 1 Focus Point to redirect some of the attack's force. If you do so, choose a creature you can see within 5 feet of yourself if the attack was a melee attack or a creature you can see within 60 (30?) feet of yourself that isn't behind Total Cover if the attack was a ranged attack. That creature must succeed on a Dexterity saving throw or take damage equal to two rolls of your Martial Arts die plus your Dexterity modifier. The damage is the same type dealt by the attack.

Level 4: Slow Fall

You can take a **Reaction** when you fall to reduce any damage you take from the fall by an amount equal to **five times your Monk level**.

Level 5: Extra Attack

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

Level 5: Stunning Strike

Once per turn when you hit a creature with a Monk weapon or an Unarmed Strike, you can expend 1 Focus Point to attempt a stunning strike. The target must make a Constitution saving throw. On a failed save, the target has the Stunned condition until the start of your next turn. On a successful save, the target's Speed is halved until the start of your next turn, and the next attack roll made against the target before then has Advantage.

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Warrior of Mercy

Level 3: Hand of Harm

Once per turn when you hit a creature with an Unarmed Strike and deal damage, you can expend 1 Focus Point to deal extra Necrotic damage equal to one roll of your Martial Arts die plus your Wisdom modifier.

Level 3: Hand of Healing

As a Magic action, you can expend 1 Focus Point to touch a creature and restore a number of Hit Points equal to a roll of your Martial Arts die plus your Wisdom modifier.

When you use your Flurry of Blows, you can replace one of the Unarmed Strikes with a use of this feature without expending a Focus Point for the healing.

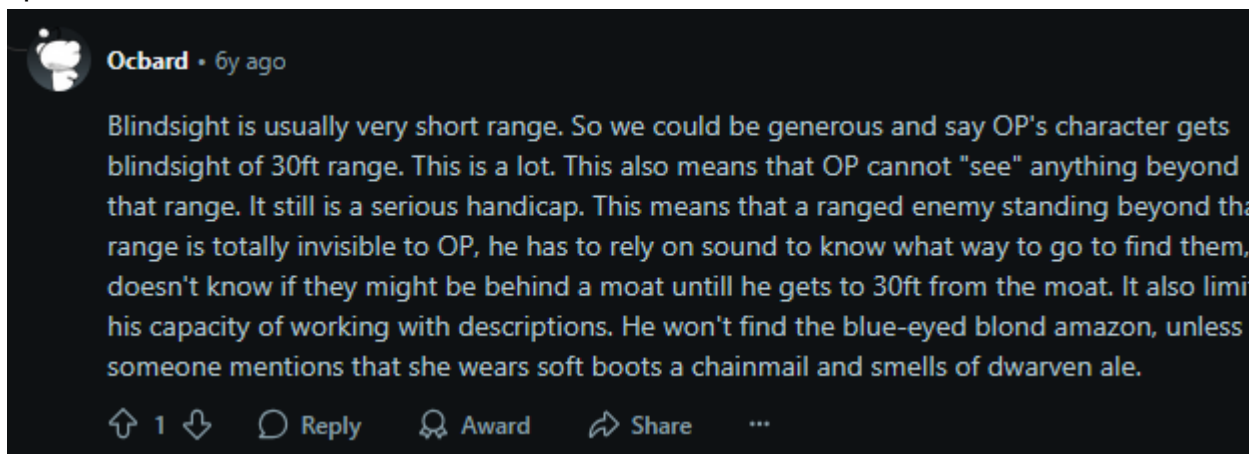
Level 3: Implements of Mercy

You gain proficiency in the Insight and Medicine skills and proficiency with the Herbalism Kit.

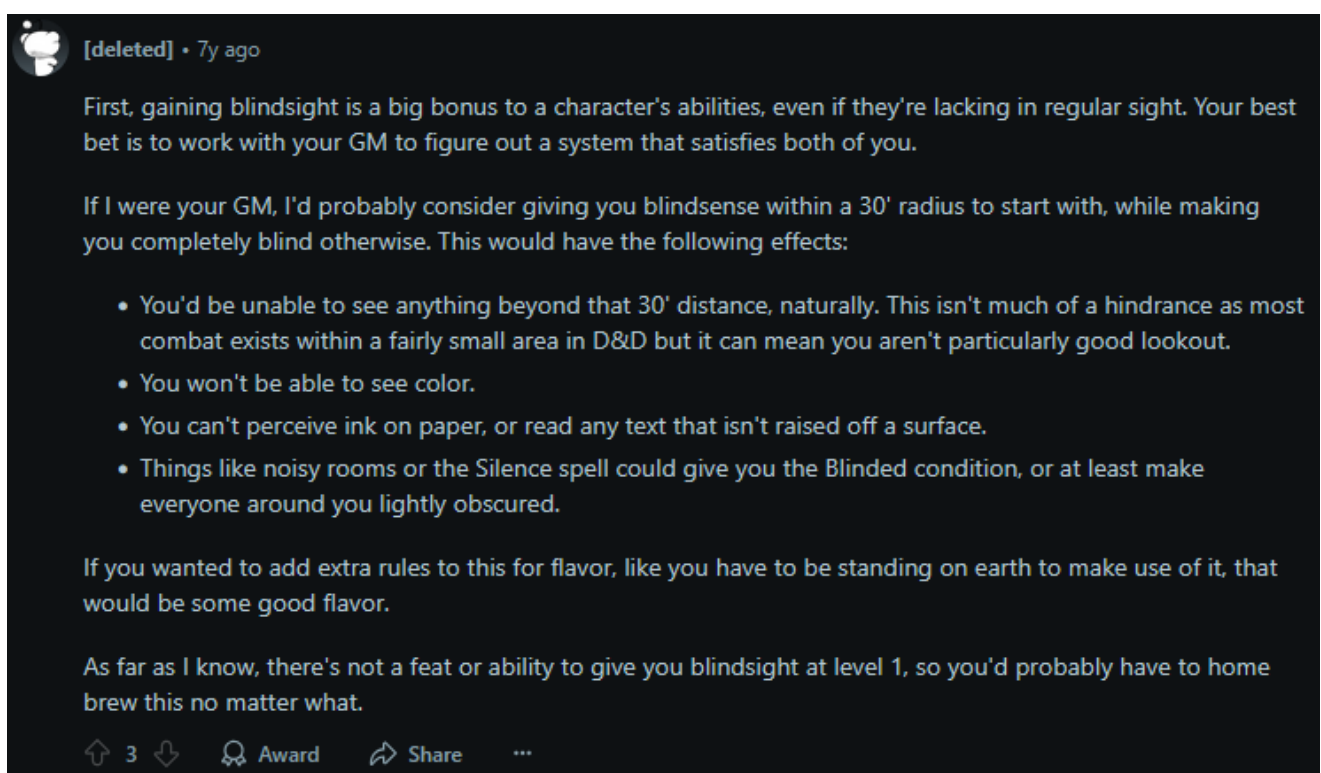
Vampire

Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. -> 30 ft. -> 60 ft. with check.?



hidden creatures are still hidden!



Vampiric Resistance

You have resistance to necrotic damage.

Bloodthirst

You can drain blood and life energy from a willing creature, or one that is grappled by you, incapacitated, or restrained. Make a melee attack against the target. If you hit, you deal 1 piercing damage and 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Feast of Blood

When you drain blood with your Bloodthirst ability, you experience a surge of vitality. Your speed increases by 10 feet, and you gain advantage on Strength and Dexterity checks and saving throws for 1 minute.

Speedy - feat

Dash over Difficult Terrain. When you take the Dash action on your turn, Difficult Terrain doesn't cost you extra movement for the rest of that turn.

Agile Movement. Opportunity Attacks have Disadvantage against you.