

Pit Fighter - Smoke

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<https://www.dndbeyond.com/monsters/3514677-pit-fighter-smoke>



Medium Humanoid (Tabaxi), Chaotic Good

Armor Class 19 *Natural Armor*

Hit Points 38 (5d8 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	15 (+2)	10 (+0)	18 (+4)	9 (-1)

Saving Throws STR +3, DEX +7

Skills [Acrobatics](#) +8, [Athletics](#) +4, [Insight](#) +7, [Medicine](#) +7, [Perception](#) +7, [Stealth](#) +8

Senses Passive Perception 17

Languages Common, Thieves' Cant

Challenge 3 (700 XP)

Proficiency Bonus +2

Ki Points (5/Short Rest). This creature's training allows them to harness the mystic energy of ki. Each of the following abilities uses 1 Ki point

- **Flurry of Blows (1 Ki).** 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 (1 Ki).** Take the Dodge action as a bonus action on your turn.
- **Step of the Wind (1 Ki).** Take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.
- **Hand of Healing (1 Ki).** As an action, the creature touches a creature and restores 1d6+4 hit points. When using Flurry of Blows, the creature can replace one of the unarmed strikes with the use of this feature without spending a ki point for the healing.
- **Hand of Harm (1 Ki).** When this creature strikes another creature with a Monk's Fist it can deal an extra 1d6+4 necrotic damage only once per turn.

Feline Agility. When this creature moves on its turn in combat, this creature can double its speed until the end of the turn. Once used, this creature can't use this trait again until they move 0 ft. on one of their turns.

Actions

Strikes of Speed. The creature can make a Monk's Fist and a Cat's Claws attack as an Attack action.

Monk's Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., single target. Hit: 8 (1d6 + 5) [Bludgeoning Damage](#).

Cat's Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., single target. Hit: 8 (1d6 + 5) [Slashing Damage](#).

Reactions

Deflect Missiles. Deflect or catch the missile when you are hit by a ranged weapon attack. The damage taken from the attack is reduced by 1d10 +7. If damage is reduced to 0 and have a free hand, 1 ki point may be spent to make a ranged attack (as with a monk weapon) with a range of 20/60.

Slow Fall. When this creature falls reduce any falling damage you take by 25.

Description

This creature has a Figurine of Wondrous Power (Silver Raven).