

# THE FLOWING RIVER

CLASS: MONK

PLAYSTYLE: SUPPORT

RACE: \_\_\_\_\_

DIFFICULTY: HARD

(CHARACTER NAME)

## APPEARANCE

## ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: \_\_\_\_\_

+1  
STRENGTH

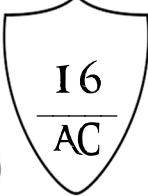
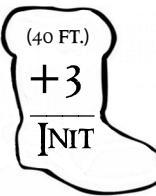
+5  
DEXTERITY

+2  
CONSTITUTION

+0  
INTELLIGENCE

+3  
WISDOM

-1  
CHARISMA



## SPECIAL

### *Shape the Flowing River.*

As an action, summon a 15 x 15 ft. wall of ice or water. All ranged attacks are blocked. The following actions can be taken in response to each:

- 1) Water – walk through (DEX check), or
- 2) Ice – break through (STR check).

## REACTIONS

**Swift River.** When you or an ally are targeted by a ranged attack, you may block it using *shape the flowing river* as a reaction.

### *Catch Missile.* $\infty$

When you are hit by a ranged weapon attack, reduce the damage by 1d10+6.

## ITEMS

### EQUIPMENT:

**Main Hand.** Bō.

**Off-Hand.**

**Armor.** Unarmored.

### TOOLS/KITS:

**Herbalism Kit.** Clippers, mortar and pestle, herb identification kit, pouches and vials for remedies.

**Hit Dice.**

During short rest (1 hr.), heal yourself for 1d8+2.

### BACKPACK:

**Explorer's Pack.**

- bedroll
- mess kit
- tinderbox, torch (10)
- waterskin, rations (10)
- hempen rope (50 ft.)
- scroll of *The Order of the Flowing River*

MONEY: Copper: \_\_\_\_\_ Silver: \_\_\_\_\_ Gold: 5

## ATTACKS (+5)

### *Bō.* $\infty$

Melee, 1d8+3 bludgeoning.

### *Open Palm.* $\infty$

Melee, 1d4+3 bludgeoning. You may use this as a bonus action if you use your bō this turn.

## BONUS ACTIONS

## ABILITIES (DC 13)

### *Shape Water.* $\infty$

Freeze, redirect, reshape or manipulate the appearance (i.e., color or opacity) of a small volume of water.

### *Torrent.* $\infty$

Unleash a water blast at two creatures within 5 ft. of each other. [60 ft. range, 1d6 bludgeoning (DEX save: no dmg)].

### *Healing Well.*

Bathe an ally's wounds in water infused with your magic, healing them for 1d8+3 hit points. [Touch range].

### *Water Whip.*

Unleash a bludgeoning whip of water at a creature and attempt to either pull it up to 25 ft. towards you or knock it prone. [30 ft. range, 3d10 bludgeoning (DEX save: 1/2 damage, no pull/prone)].

## FEATURES

**Qi Recovery.** You regain your ability uses after a short rest.