

THE FIRE SNAKE

CLASS: MONK

PLAYSTYLE: BRUISER

RACE: _____

DIFFICULTY: EASY

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+2
STRENGTH

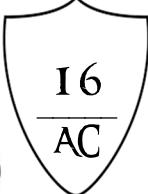
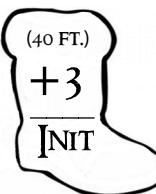
+5
DEXTERITY

+2
CONSTITUTION

-1
INTELLIGENCE

+3
WISDOM

-1
CHARISMA



SPECIAL

Fangs of the Fire Snake.

As a free action, tendrils of flame stretch from your fists. Your reach is increased by 10 ft. for your fist attacks this turn, and each one deals an extra $1d10$ fire.

REACTIONS

Opportunity Attack. ∞

When an enemy exits your melee range, attack it with your fire burst.

Catch Missile. ∞

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

ITEMS

EQUIPMENT:

Main Hand.

Off-Hand.

Armor. Unarmored.

TOOLS/KITS:

Cook's Utensils. Wok, chopsticks, a stirring spoon, a carving knife, and a ladle.

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 Fire Snake*

ATTACKS (+5)

Fire Burst. ∞

Melee, $1d8+3$ fire.

Left Fist. ∞

Melee, $1d4+3$ bludgeoning.

BONUS ACTIONS

Right Fist. ∞

Melee, $1d4+3$ bludgeoning. You may only use this if you make another attack this turn.

ABILITIES (DC 13)

Control Flames. ∞

Expand, extinguish, or manipulate the appearance (i.e., color or shape) of a small flame.

Sweeping Cinder Strike.

Unleash a 15-ft. cone of fire in front of you. [Self range, $3d6$ fire (DEX save: 1/2 dmg)].

FEATURES

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