

# THE WIND WEAVER

(CHARACTER NAME)

CLASS: MONK

PLAYSTYLE: SNEAK

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

DIFFICULTY: HARD

## APPEARANCE

## ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

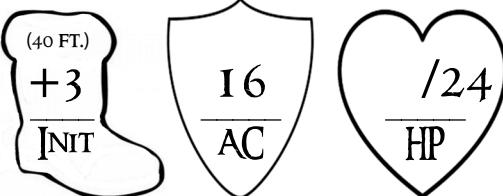
FLAWS:

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

+1 +5  
STRENGTH DEXTERITY

+2 -1  
CONSTITUTION INTELLIGENCE

+3 +0  
WISDOM CHARISMA



## ITEMS

### EQUIPMENT:

**Main Hand.** War Fan.

**Off-Hand.**

**Armor.** Unarmored.

### TOOLS/KITS:

**Weaver's Tools.** Thread, needles, scraps to make cloth of any sort and tailor clothing.

**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 Wind Weaver*

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

## SPECIAL

### *The Wind Weaver.*

As an **bonus action**, you weave with the wind, avoiding all opportunity attacks for 1 minute. Once, on any turn while wind-weaving, you may gain 30 ft. of movement speed and advantage on a *war fan* attack (additional 1d8 force on hit).

## REACTIONS

### *Opportunity Attack.* ∞

When an enemy exits your melee range, attack it with your *war fan*.

### *Catch Missile.* ∞

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

## ATTACKS (+5)

### *War Fan.* ∞

Melee, 1d8+3 slashing.

### *Spin Kick.* ∞

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

## BONUS ACTIONS

### *Step of the Wind.*

Use *disengage* or *dash* as a **bonus action**. Also, your jump distance is doubled this turn.

## ABILITIES (DC 13)

### *Dash.* ∞

You have double your move speed this turn.

### *Disengage.* ∞

Avoid all opportunity attacks this turn.

### *Gust.* ∞

Control a small gust of air to push a creature 5 ft., blow a small object up to 10 ft, or create a minor effect with air. [30 ft. range (STR save: no push)].

### *Screeching Gale.* ∞

Send piercing wind at a target, giving it disadvantage on its next attack roll. [60 ft. range, 1d4 force, lasts 1 round (WIS save: no dmg or effect)].

### *Fist of Unbroken Air.*

Blast a creature with fierce wind, pushing it up to 20 ft. away, and knocking it prone. [30 ft. range, 3d10 bludgeoning, (STR save: 1/2 dmg, no push/prone)].

## FEATURES

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