

# MARTIAL ARTIST

(CHARACTER NAME)

CLASS: MONK

PLAYSTYLE: BRUISER

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

DIFFICULTY: MEDIUM

## APPEARANCE

## ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

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

+2  
STRENGTH

+5  
DEXTERITY

+2  
CONSTITUTION

-1  
INTELLIGENCE

+3  
WISDOM

-1  
CHARISMA

(50 FT.)  
+3  
INIT

I6  
AC

/24  
HP

## SPECIAL

**Open Hand Technique.** On a hit with a flurry of blows attack, you may impose one of the following (see ability DC):

- 1) knock it prone (DEX save),
- 2) push it 15 ft. away (STR save), or
- 3) prevent it from taking reactions (1 turn).

## REACTIONS

**Opportunity Attack.**  $\infty$

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

**Catch Missile.**  $\infty$

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

## ITEMS

### EQUIPMENT:

**Main Hand.** Nunchaku.

**Off-Hand.**

**Armor.** Unarmored.

### TOOLS/KITS:

**Calligrapher's Supplies.** Ink, quills, parchments, tools to analyze scripts and writings.

**Hit Dice.**

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

### BACKPACK:

**Scholar's Pack.**

- book of martial arts instructions
- ink, quill, parchment (10)
- magnifying glass
- small knife

## ATTACKS (+5)

**Nunchaku.**  $\infty$

Melee, 1d8+3 bludgeoning.

**Jump Kick.**  $\infty$

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

## BONUS ACTIONS

**Flurry of Blows.**

Make two jump kick attacks.

## ABILITIES (DC 13)

**Dash.**  $\infty$

You have double your move speed this turn.

## FEATURES

**Mobile.** Difficult terrain doesn't slow you when dashing.

**Qi Recovery.** Regain all uses of flurry of blows after a short rest.

**Sparrer.** When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn.