

Fisto

CHARACTER NAME

Level 8 Lightfoot Halfling Monk, Way of the Open Hand
CHARACTER LEVEL, RACE, & CLASS

34000
EXPERIENCE

Faction Agent
BACKGROUND

Lawful Good
ALIGNMENT

Ilmater
DEITY

Player One
PLAYER NAME

STRENGTH

-1

8

DEXTERITY

+4

18

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

+1

12

PROFICIENCY BONUS

+3

- ☒ +3 Strength
- ☒ +8 Dexterity
- ☐ +3 Constitution
- ☐ +1 Intelligence
- ☐ +4 Wisdom
- ☐ +2 Charisma

CONDITIONAL

SAVING THROWS

- ☒ +7 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +2 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +6 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +6 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +4 Sleight of Hand (Dex)
- ☐ +4 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

16 PASSIVE PERCEPTION

ARMOR

Unarmored Defense (Monk) (17)

SHIELD

Ring of Protection (1)

ARMOR CLASS

18

AC

MAXIMUM

59

HIT DICE

8d8

TEMPORARY

CURRENT HIT POINTS

SPEED

40ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

- 1 Backpack
- 1 Caltraps (50)
- 4 Potion of Healing (4)
- 1 Silvered Dagger
- 1 Rations (1 day) (1)
- 1 Rope, Hempen (50 feet) (1)
- 6 Torch (6)
- 1 Dart (18)
- 1 Tinderbox (1)
- 1 Waterskin (1)
- 1 Potion of Resistance, Fire (1)
- 1 Walking Staff
- 18 Darts (18)
- 1 Eyes of Charming
- 1 Sixth Sword

CP

0

SP

0

EP

0

GP

585

PP

0

WEIGHT

47.70 lb.

EQUIPMENT

INITIATIVE

+4

2 Attacks / Attack Action

NAME

RANGE

ATTACK

DAMAGE / TYPE

Darts (18)

20/60

+7 vs AC

1d4 + 4 piercing

Finesse, Thrown

Wind Fan Swords

5 ft

+8 vs AC

1d6 + 5 piercing

Finesse, Light, Magical

Unarmed Strike

5 ft

+6 vs AC

1d6 + 3

Magical

Sixth Sword

5 ft

+6 vs AC

1d8 + 6 piercing

Finesse, Magical

Cunning Insight - Gain Advantage on all attacks on a round (Usable only once)

ATTACKS & SPELLCASTING

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Lucky (3/Long Rest). Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

Unarmored Defense. While you are wearing no armor and not wielding a shield, your AC equals 17.

Martial Arts. Your unarmed strike does 1d6 damage. You can use Strength or Dexterity for these attacks.

Ki. You have 8 Ki Points and your Ki DC is 14

Flurry of Blows (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 (Ki). You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind (Ki). You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement. Your speed increases by 15 feet while you are not wearing armor or wielding a shield.

Monastic Tradition.

Way of the Open Hand. The ultimate masters of martial arts combat, whether armed or unarmed.

Deflect Missiles. You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10+12.

Slow Fall (Reaction). Use your reaction when you fall to reduce any falling damage you take by 40.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Stunning Strike (Ki). When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Ki-Empowered Strikes. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind. You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Open Hand Technique. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: knock prone Dex Save, Push 15 feet Str Save, It can't take reactions until the end of your next turn.

Wholeness of Body (Action—1/Long Rest). You can regain 24 hit points.

FEATURES & TRAITS

Armor Proficiencies. —

Weapon Proficiencies. Simple Weapons, Shortsword

Tool Proficiencies. Woodcarver's tools

Languages. Common, Halfling, Elvish, Dwarvish

PROFICIENCIES & LANGUAGES



Fisto

CHARACTER NAME

Male		2'7"	35 lb.
GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

PERSONALITY TRAITS

Charity. I always try to help those in need, no matter what the personal cost. (Good)

IDEAL

Everything I do is for the common people.

BOND

I put too much trust in those who wield power within my temple's hierarchy.

FLAW

Feature: Safe Haven

As a faction agent, you have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

BACKGROUND FEATURE

A piece of crystal that faintly glows in the moonlight

TRINKET

Many organizations active in the North and across the face of Faerûn aren't bound by strictures of geography. These factions pursue their agendas without regard for political boundaries, and their members operate anywhere the organization deems necessary. These groups employ listeners, rumormongers, smugglers, sellswords, cache-holders (people who guard caches of wealth or magic for use by the faction's operatives), haven keepers, and message drop minders, to name a few. At the core of every faction are those who don't merely fulfill a small function for that organization, but who serve as its hands, head, and heart.

As a prelude to your adventuring career (and in preparation for it), you served as an agent of a particular faction in Faerûn. You might have operated openly or secretly, depending on the faction and its goals, as well as how those goals mesh with your own. Becoming an adventurer doesn't necessarily require you to relinquish membership in your faction (though you can choose to do so), and it might enhance your status in the faction.

BACKGROUND STORY

Eye of Raven - help in another adventure

1 Purple key (used on the box for toy soldiers)

4 Adventure
4 Treasure

ADDITIONAL FEATURES

ADDITIONAL TREASURE

Lucky

Racial Trait

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Halfling

Player's Handbook

Brave

Racial Trait

You have advantage on saving throws against being frightened.

Halfling

Player's Handbook

Halfling Nimbleness

Racial Trait

You can move through the space of any creature that is of a size larger than yours.

Halfling

Player's Handbook

Naturally Stealthy

Racial Trait

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Lightfoot Halfling

Player's Handbook

Lucky

Feat

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you finish a long rest.

Feat (4)

Player's Handbook

Unarmored Defense

Class Feature

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Monk

Player's Handbook

Martial Arts

Class Feature

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.

- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk

Monk

Player's Handbook

Ki

Class Feature

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

FLURRY OF BLOWS

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

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

STEP OF THE WIND

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump

Monk

Player's Handbook

Flurry of Blows

Class Feature

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.

Ki

Player's Handbook

Patient Defense

Class Feature

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Ki

Player's Handbook

Step of the Wind

Class Feature

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn..

Ki

Player's Handbook

Unarmored Movement

Class Feature

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Monk

Player's Handbook

Monastic Tradition

Class Feature

When you reach 3rd level, you commit yourself to a monastic tradition, such as the Way of the Open Hand. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Monk

Player's Handbook

Way of the Open Hand

Archetype

Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Monastic Tradition

Player's Handbook

Deflect Missiles

Class Feature

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Monk

Player's Handbook

Slow Fall

Class Feature

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Monk

Player's Handbook

Extra Attack

Class Feature

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Monk

Player's Handbook

Stunning Strike

Class Feature

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Monk

Player's Handbook

Ki-Empowered Strikes

Class Feature

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Monk

Player's Handbook

Evasion

Class Feature

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Monk

Player's Handbook

Stillness of Mind

Class Feature

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Monk

Player's Handbook

Open Hand Technique

Archetype Feature

Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Way of the Open Hand

Player's Handbook

Wholeness of Body

Archetype Feature

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

Way of the Open Hand

Player's Handbook