

Fisto

CHARACTER NAME

Level 6 Lightfoot Halfling Monk, Way of the Open Hand  
CHARACTER LEVEL, RACE, & CLASS14000  
EXPERIENCEAcolyte  
BACKGROUNDLawful Good  
ALIGNMENTIlmater  
DEITYPlayer One  
PLAYER NAME

## STRENGTH

-1

8

## DEXTERITY

+3

17

## CONSTITUTION

+2

14

## INTELLIGENCE

+0

10

## WISDOM

+2

14

## CHARISMA

+1

12

## PROFICIENCY BONUS

+3



+2 Strength



+6 Dexterity



+2 Constitution



+0 Intelligence



+2 Wisdom



+1 Charisma

CONDITIONAL

## SAVING THROWS



+6 Acrobatics (Dex)



+2 Animal Handling (Wis)



+0 Arcana (Int)



+2 Athletics (Str)



+1 Deception (Cha)



+0 History (Int)



+5 Insight (Wis)



+1 Intimidation (Cha)



+0 Investigation (Int)



+2 Medicine (Wis)



+0 Nature (Int)



+2 Perception (Wis)



+1 Performance (Cha)



+1 Persuasion (Cha)



+3 Religion (Int)



+3 Sleight of Hand (Dex)



+3 Stealth (Dex)



+2 Survival (Wis)

SKILLS

12

## PASSIVE PERCEPTION

## ARMOR

Unarmored Defense (Monk) (15)

## SHIELD

15

AC

## ARMOR CLASS

## MAXIMUM

45

## HIT DICE

6d8

## TEMPORARY

## CURRENT HIT POINTS

## SPEED

40ft.

## FLY

0ft.

## CLIMB

0ft.

## SWIM

0ft.

## VISION

## INSPIRATION

## EXHAUSTION

## SPEED, SENSES, &amp; CONDITIONS

1 Backpack

1 Caltraps (50)

1 Potion of Healing (1)

1 Silvered Dagger

1 Rations (1 day) (1)

1 Rope, Hempen (50 feet) (1)

6 Torch (6)

1 Dart (18)

1 Bedroll (1)

1 Mess Kit (1)

1 Tinderbox (1)

1 Waterskin (1)

1 Potion of Resistance, Fire (1)

1 Walking Staff

18 Darts (18)

CP

SP

EP

GP

PP

WEIGHT

0

0

0

495

0

52.90 lb.

## EQUIPMENT

## INITIATIVE

+5

2 Attacks / Attack Action

## NAME

## RANGE

## ATTACK

## DAMAGE / TYPE

Silvered Dagger

20/60

+6 vs AC

1d6 + 3 piercing

Silvered

Darts (18)

20/60

+6 vs AC

1d4 + 3 piercing

Finesse, Thrown

Wind Fan Swords

5 ft

+7 vs AC

1d6 + 4 piercing

Finesse, Light, Magical

Unarmed Strike

5 ft

+6 vs AC

1d6 + 3

Magical

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

Toy Soldiers x1, Eye of Raven Key, Controller (non-Functioning)

Pack Tactics (advantage on attacks)

30ft Walking speed

Can move or attack, or move at half speed and half can attack

1d4+1 per soldiers - magical damage

## ATTACKS &amp; 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 15.

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

Ki. You have 6 Ki Points and your Ki DC is 13

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+9.

Slow Fall (Reaction). Use your reaction when you fall to reduce any falling damage you take by 30.

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.

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 18 hit points.

## FEATURES &amp; TRAITS

Armor Proficiencies. –  
Weapon Proficiencies. Simple  
Weapons, Shortsword  
Tool Proficiencies. Woodcarver's  
tools  
Languages. Common, Halfling,  
Elvish, Dwarvish

## PROFICIENCIES &amp; LANGUAGES



Fisto

CHARACTER NAME

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

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

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

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

FLAW

#### Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those

BACKGROUND FEATURE

A piece of crystal that faintly glows in the moonlight

TRINKET

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.

Choose a god, a pantheon of gods, or some other quasi-divine being, and work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

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

# Gust of Wind

2nd-level evocation

CASTING TIME	1 action
RANGE	Self (60-foot line)
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a legume seed)

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

## 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

## 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