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Peace Fist

**2500 x 3235**  
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Image Dummy

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## Peace Fist

**middle aged adult Warforged**

**Lawful Good**

**Level 17 Monk Way of the Iron Mountain**

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**Pronouns -**

they/it

**Occupations -**

Scout and messenger

Armor Class -

27

Hit Points -

122 (TODO Hitdice)

Speed -

75.

STR

20 (+5)

DEX

24 (+7)

CON

18 (+4)

INT

14 (+2)

WIS

23 (+7)

CHA

10 (+0)

Saving Throws -

Skills -

{ "Warforged Traits"=>[{ "Constructed Resilience"=>["Advantage on saving throws against being poisoned and has resistance to poison damage", "Doesn't need to eat, drink or breathe", "Immune to disease", "Doesn't need sleep and cannot be magically put to sleep"], "Sentrys Rest"=>"Long rest requires 6 hours in a motionless state, appearing inert, but can still see and hear as normal", "Specialized Design"=>"Proficient in Stealth and Thieve's Tools", "Integrated Protection"=>[{ "Description"=>"Each time he finishes a long rest, can choose one mode to adopt from the integrated protection table.", "Darkwood Core"=>"AC = 11 + Dexterity + Proficiency Bonus", "Composite Plating"=>"AC = 13 + Dexterity (Max 2) + Proficiency Bonus", "Heavy Plating"=>"AC = 16 + Proficiency Bonus, Disadvantage on Stealth checks"}]], "Skirmisher Traits"=>[{ "Swift"=>"Walking speed increases by 5 feet", "Light Step"=>"When traveling alone for more than an hour, can move stealthily at normal pace"}], "Monk Abilities"=>[{ "Unarmored Defense"=>"When not wearing armor Ac = 10 + Dexterity + Wisdom", "Martial Arts"=>["Can use Dexterity instead of Strength for the attack and damage rolls for unarmed strikes and monk weapons", "Can roll a d10 in place of normal damage for unarmed strikes and monk weapons", "When using an attack action with an unarmed strike or monk weapon, can make an unarmed strike as a bonus action"], "Ki"=>[{ "Ki Points"=>17, "Ki DC"=>20}], "Flurry of Blows"=>"Immediately after and attack action, can spend 1 Ki point to make 2 unarmed strikes as a bonus action", "Patient Defense"=>"Can spend 1 Ki point to take the Dodge action as a bonus action", "Step of the Wind"=>"Can spend 1 Ki point to take the Disengage or Dash action as a bonus action. Jump distance is doubled for the turn", "Unarmored Movement"=>"Speed is increased by 25. Can move along vertical surfaces and across liquids without falling during the move", "Deflect Missles"=>"Can use Reaction to deflect or catch the missile when hit by a ranged weapon attack. Damage from the attack is reduced by 1d12 + 24. If damaged is reduced to 0, the missile is caught if he has one free hand. Can spend 1 Ki point to make a ranged attack with the ammunition or weapon just caught. The attack is made with proficiency and counts as a monk weapon", "Slow Fall"=>"Can us a Reaction to falling damage by by 85hp",

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**Proficiencies -**

**Proficiency Mod -**

+6

**Languages -**

All

**Adjectives -**

Reserved, Deft, Level,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**The Dead Hunters**

Role: *Scout/Messenger*

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## Roleplaying

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### Introduction

The lean, multi-metallic colored Warforged rushes into the room. /"Message for you, it's from my boss, The Phantom/"

### Appearance

Tall and thin, constructed of various types and colors of metal. They wear the remanents of a gold-trimmed monk's habit

### Expressions

*A pleasure to make your acquaintance*

*Message for you, sir*

### Mannerisms

appears entirely motionless, until he moves

**Motivations**

ridding the world of fiends, undead and abominations.

**Passions**

Atoning for his sins

**Secrets**

Was a tax collector for the Orzhov Syndicate but remembers nothing before that

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### Proficiencies -

### Languages -

All

### Adjectives -

Reserved, Deft, Level,



**Special Abilities**

-

**Special Equipment**

- 
- 
- 
- 

**Combat Tactics**

Doesn`t like to fight, but is pretty unstoppable once they get rolling. Will use unarmed attacks or his Bo

**Actions**

-

**Factions**

**The Dead Hunters**

Role: *Scout/Messenger*

**Roleplaying**



**Introduction**

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## Passions

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## Secrets

Was a tax collector for the Orzhov Syndicate but remembers nothing before that

# Background Story

Peace Fist was created as a messenger and tax collector for the Orzhov Syndicate on the plane of Ravnica. He carried out his duties, extorting money and hunting debtors for the Church of Coin. After several years of watching the suffering of the Orzhov`s "congregation", they began to have doubts about their "calling". As he looked deeper into the workings of his "church", they found more and more that they didn't like what they saw. Abuse, extortion, debt slavery. They found that the Obzedat, the Orzhov's ruling body was just a bunch of old miserly ghosts. Realizing that they too were also just a slave with nicer chains, they rebelled but were put down. He was carted off in chains and was powered down in his cell. That was the last thing they remember before being found in the bottom of a dark tomb by The Phantom. No longer on Ravnica and having no idea how much time had passed and no recollection of anything in between. They have dedicated themselves to their new savior and his mission to keep people safe from fiends and the undead. Using his speed and monastic abilities, they function as messenger and scout for The Dead Hunters, but is definitely no slouch when it comes to combat either, as much as they prefer to avoid it. Also, Peace Fist is not their given name, but they don't actually remember their name and that's what The Phantom has dubbed them.