

Peace Fist

## PEACE FIST

Middle Aged Adult Warforged  
Lawful Good  
Level 17 Monk Way Of The Iron Mountain

**Pronouns** - they/it  
**Occupations** - Scout and messenger  
**Armor Class** - 27  
**Hit Points** - 122 (TODO Hitdice)  
**Speed** - 75.

STR	DEX	CON	INT	WIS	CHA
20	24	18	14	23	10
(+5)	(+7)	(+4)	(+2)	(+7)	(+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

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**Proficiencies** -

**Proficiency Mod** - +6

**Languages** - All  
**Adjectives** - Reserved, Deft, Level,

**Special Abilities** -  
**Special Equipment** -

## ROLEPLAYING

**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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Combat Tactics

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Actions

-

Factions

The Dead Hunters

Role: Scout/Messenger

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