

[Previous](#)[Next](#)

Peace Fist

2500 x 3235
↔ ↕

Image Dummy

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

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", "Extra Attack"=>"Can Attack twice per turn", "Stunning Strike"=>"When hits a creature with a melee weapon attack, can spend 1 Ki point and that creature must make a constitution saving throw or be stunned until the end of his next turn", "Ki-Empowered Strike"=>"Unarmed Strikes count as magical", "Stillness of Mind"=>"Can use an Action to end on effect causing him to be Charmed or Frightened", "Evasion"=>"When subject to an area effect that allows to make a Dex save to take half damage, he instead takes no damage on a save and half damage on a fail", "Purity of Body"=>"Immune to disease and poison", "Tongue of Sun and Moon"=>"Understands all spoken languages and can be understood by all creatures that can understand a language", "Diamond Soul"=>"Proficiency on all saving throws. On a failed save can send 1 Ki point to reroll and take the second roll", "Timeless Body"=>"Cannot be aged magically"}], "Way of the Iron Mountain Abilities"=> [{"Iron Mountain Technique"=>[{"Description"=>"Whenever using Patient Defense or Step of the Wind can choose one of the following effects", "Additional Information"=>["Has resistance to all forms of damage other than psychic damage until the start of their next turn", "Gains a +4 Bonus to AC until the start of their next turn", "Has advantage on ability checks and saving throws to resist being grappled, restrained, forcibly moved or knocked prone"]}], "Fists of Steel"=>"Can choose to deal slashing, piercing or bludgeoning damage with unarmed strikes", "Iron Body"=>"Can use a reaction and spend 1 Ki point to reduce an attacks damage by 1d10 + 12. If damaged is reduced to 0, can make an unarmed melee attack on the attacking crature if its in range"}], "Orzhov Guild Spells"=>[{"1st Level"=>"Friends, Guidance", "2nd Level"=>"Command, Illusory Script", "3rd Level"=>"Bestow Curse, Speak with Dead, Spirit Guardians", "4th Level"=>"Blight, Death Ward, Leomund`s Secret Chest", "5th Level"=>"Geas"}]}

Proficiencies -

Proficiency Mod -

+6

Languages -

All

Adjectives -

Reserved, Deft, Level,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

The Dead Hunters

Role: *Scout/Messenger*

2500 x 3235
↔ ↕

Image Dummy

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

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

20 (+5)

DEX

24 (+7)

CON

18 (+4)

INT

14 (+2)

WIS

23 (+7)

CHA

10 (+0)

Saving Throws -

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", "Extra Attack"=>"Can Attack twice per turn", "Stunning Strike"=>"When hits a creature with a melee weapon attack, can spend 1 Ki point and that creature must make a constitution saving throw or be stunned until the end of his next turn", "Ki-Empowered Strike"=>"Unarmed Strikes count as magical", "Stillness of Mind"=>"Can use an Action to end on effect causing him to be Charmed or Frightened", "Evasion"=>"When subject to an area effect that allows to make a Dex save to take half damage, he instead takes no damage on a save and half damage on a fail", "Purity of Body"=>"Immune to disease and poison", "Tongue of Sun and Moon"=>"Understands all spoken languages and can be understood by all creatures that can understand a language", "Diamond Soul"=>"Proficiency on all saving throws. On a failed save can send 1 Ki point to reroll and take the second roll", "Timeless Body"=>"Cannot be aged magically"}], "Way of the Iron Mountain Abilities"=>[{"Iron Mountain Technique"=>[{"Description"=>"Whenever using Patient Defense or Step of the Wind can choose one of the following effects", "Additional Information"=>["Has resistance to all forms of damage other than psychic damage until the start of their next turn", "Gains a +4 Bonus to AC until the start of their next turn", "Has advantage on ability checks and saving throws to resist being grappled, restrained, forcibly moved or knocked prone"]}], "Fists of Steel"=>"Can choose to deal slashing, piercing or bludgeoning damage with unarmed strikes", "Iron Body"=>"Can use a reaction and spend 1 Ki point to reduce an attacks damage by 1d10 + 12. If damaged is reduced to 0, can make an unarmed melee attack on the attacking crature if its in range"}], "Orzhov Guild Spells"=>[{"1st Level"=>"Friends, Guidance", "2nd Level"=>"Command, Illusory Script", "3rd Level"=>"Bestow Curse, Speak with Dead, Spirit Guardians", "4th Level"=>"Blight, Death Ward, Leomund`s Secret Chest", "5th Level"=>"Geas"}]}]

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

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

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.