

Aquilal Urd

CHARACTER NAME

Monk/Way of the Open Hand 8

Noble

Crawl IV GenCon 2016

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

Lawful Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

18

+4

CONSTITUTION

15

+2

INTELLIGENCE

11

0

WISDOM

13

+1

CHARISMA

9

-1

INSPIRATION

+3

PROFICIENCY BONUS

- ✱ +7 Strength
- ✱ +8 Dexterity
- +3 Constitution
- +1 Intelligence
- +2 Wisdom
- +0 Charisma

SAVING THROWS (Cloak: +1 Saves)

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

SKILLS

16

ARMOR CLASS

+4

INITIATIVE

45

SPEED

Hit Point Maximum 65

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Despite my noble birth, I do not place myself above other folk. We all have the same blood. My favor, once lost, is lost forever.

PERSONALITY TRAITS

Noble Obligation. It is my duty to protect and care for the people beneath me.

IDEALS

The common folk must see me as a hero of the people.

BONDS

I secretly believe that everyone is beneath me.

FLAWS

Ki Points (8 pts; DC 12)

Your training allows you to harness the mystic energy of ki. 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.

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 distance is doubled for the turn.

Unarmored Movement

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

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. 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.

Open Hand Technique

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.

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PASSIVE WISDOM (PERCEPTION)

Languages.Common

Weapon.Simple, Shortsword

Armor.Light

Tools.Calligraphers supplies

OTHER PROFICIENCIES & LANGUAGES

NAME ATK BONUS DAMAGE/TYPE

Unarmed Strike	+7	1d6+4 bludgeon
+1 Spear	+7	1d6/1d8*+5 piercing
Dart (10)	+7	1d4+4 piercing
Javelin of lightning	+7	1d6+4 piercing**

*Versatile weapon

**see Notes for for the Javelin of Lightning's special attack

Ki Points (8): 0 0 0 0 0 0 0 0

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

+1 Spear

Javelin of lightning (0)

Cloak of Protection (*stats adjusted)

Potions of Healing (2d4+2 hp: 0 0)

EXPLORER'S PACK: backpack, bedroll,

mess kit, tinderbox, 10 torches,

10 days rations, waterskin, 50' hemp rope

EQUIPMENT

FEATURES & TRAITS



Aquilal Urd

CHARACTER NAME

26 years

AGE

5'8"

HEIGHT

155 lbs.

WEIGHT

Black
EYES

Dark Brown
SKIN

Tight Curly Black
HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

TREASURE

Slow Fall

You can use your reaction when you fall to reduce any falling damage by 40 points.

Extra Attack.

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

Stunning Strike

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.

Ki-Empowered Strikes.

Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage

Evasion.

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.

Stillness of Mind

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

Wholeness of Body

As an action, you can regain 24 hit points. You must finish a long rest before you can use this feature again.

SPECIAL GEAR & MAGIC ITEMS

Javelin of Lightning

This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage. The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

Cloak of Protection (Attuned)

You gain a +1 bonus to AC and saving throws while you wear this cloak (bonuses already factored).

ADDITIONAL FEATURES & TRAITS