

HUMAN MONK

8th-Level Medium Human Monk

Armor Class 17

Hit Points 54 (8d8 Hit Die)

Proficiency Bonus +3

Speed 35 ft.

Alignment lawful neutral

Languages Common, Giant, Goblin, Orcish

ABILITY SCORES

Strength	13	(+1)
Dexterity	18	(+4); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	16	(+3); add proficiency bonus to saves
Charisma	9	(-1)

ATTACKS

Melee Attack (Flurry of Blows): Unarmed strike (+7 to hit; 1d6 + 4 bludgeoning) and unarmed strike (+7 to hit; 1d6 + 4 bludgeoning)

Ranged Attack: Light crossbow (range 80 ft./320 ft.; +7 to hit; 1d8 + 4 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Athletics, Perception, Search, Stealth

EQUIPMENT

Light crossbow, crossbow bolts (20), *potion of healing*, healer's kit, backpack, bedroll, belt pouch, clothes, collection of "Wanted" broadsheets, lock of hair from previous bounty, silk rope (50 ft.), two sets of manacles, 35 gp, and 5 sp.

Class Features

Deflect Missiles. When you are hit by a ranged weapon attack, you can use your reaction to deflect or catch the missile with a free hand. Roll a d10, add your Dexterity modifier, and reduce the damage you take from that attack by the total. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand.

You can spend 1 ki point to reduce the damage by a further d10

Improved Flurry of Blows. When you attack with your unarmed strike on your turn, you can spend 1 ki point to make two additional unarmed attacks as a part of the same action. You can decide to spend this point after seeing the result of the previous attack.

Ki (4 points). Your training allows you to channel energy, called ki, to create supernatural effects, including dazzlingly fast attacks and blinding speed. Your access to this magical energy is represented by a number of ki points. When you spend a ki point, it becomes unavailable until you complete a short rest or a long rest.

Monastic Tradition. Your monastic tradition is war of the open hand. This grants you certain benefits as you level.

Proficiencies. Add your proficiency bonus to attack rolls you make using clubs, daggers, handaxes,

light crossbows, longspears, quarterstaves, short swords, slings, spears, and unarmed strikes (included in "Attacks"). You also add your proficiency bonus to ability checks made to use your skills (noted in "Skills"), as well as to your Dexterity and Wisdom saving throws (noted in "Ability Scores"). You have no proficiency with armor or shields.

Slow Fall. When you take damage from a fall, you can use your reaction to reduce the damage you take from the fall by an amount equal to your monk level.

If you spend 1 ki point, you instead reduce the damage by 5 times your monk level.

Step of the Wind. Your speed increases by 5 feet (already included).

You can spend 1 ki point to increase your speed by an additional 15 feet, and also move along vertical surfaces and across liquids until the end of the turn.

Stunning Strike. When you score a critical hit on a creature, you can try to stun the creature. The target must succeed on a Constitution saving throw (DC 8 + your Wisdom modifier + your proficiency bonus) or be stunned until the end of your next turn.

Supreme Flurry. On your turn, you can spend 1 ki points to give yourself advantage on all attacks you make during this turn.

Unarmed Strike. As a result of your training with martial arts, your unarmed strike is considered to be a finesse weapon that deals 1d6 bludgeoning damage on a hit. Your unarmed strikes are considered to be magical for overcoming resistance and immunities.

Uncanny Dodge. Your agility is instinctive. When you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Wholeness of Body. As an action, you can regain hit points equal to twice your monk level. If you do so, you must complete a long rest before you can use this feature again.

Background: Bounty Hunter

You track down and capture fugitives for the bounty placed on their heads.

Bounty Board. When you are in an area of civilization, you can find information about fugitives and the bounties placed on their heads, and you can secure the legal authority to hunt down and capture or kill those fugitives. Sometimes the authorities will come to you, as an established bounty hunter, with specific requests. Your reputation and knowledge make it easy for you to establish useful contacts in the town watch or guard.

When you attempt to locate a fugitive, if you fail to locate that quarry yourself, you often know where to go and from whom to obtain information on that quarry's whereabouts. Usually this comes in the form of contacts you have cultivated on past hunts. Your DM might rule that this information is unavailable—some creatures have ways of hiding themselves that are very difficult to uncover.

Proficiency. You have proficiency with mounts (land), so you add your proficiency bonus to ability checks you make using them.