

Samzin Zephyrs

CHARACTER NAME

Monk 8, Fighter 1

CLASS & LEVEL

Outlander

BACKGROUND

Voxel

PLAYER NAME

Human

RACE

Neutral Good

ALIGNMENT

66700

EXPERIENCE POINTS

12
1
STRENGTH

- 5 SAVING THROW
- 5 ATHLETICS

20
5
DEXTERITY

- 9 SAVING THROW
- 5 ACROBATICS
- 5 SLEIGHT OF HAND
- 9 STEALTH

14
2
CONSTITUTION

- 2 SAVING THROW

10
0
INTELLIGENCE

- 0 SAVING THROW
- 0 ARCANA
- 0 HISTORY
- 0 INVESTIGATION
- 0 NATURE
- 0 RELIGION

16
3
WISDOM

- 3 SAVING THROW
- 3 ANIMAL HANDLING
- 7 INSIGHT
- 3 MEDICINE
- 3 PERCEPTION
- 7 SURVIVAL

9
-1
CHARISMA

- 1 SAVING THROW
- 1 DECEPTION
- 1 INTIMIDATION
- 1 PERFORMANCE
- 1 PERSUASION

4

PROFICIENCY BONUS

13

PASSIVE WISDOM (PERCEPTION)

104

180

CURRENT WEIGHT

MAX WEIGHT

87

(Staff, longbow, dagger: 4+2+1=7 lb)
Dagger (1 lb)
Arrows (1 lb)
9 Darts (2.25 lb)
Bundles of hippogriff, griffon, & manticores feathers

843

Traveler's clothes (3 lb)
Backpack (5 lb)
Hammer (3 lb)
60 Nails (1 lb)
8 pitons (2 lb)
5 torches (5 lb) (20+20ft dim light)

119

Lamp (1 lb) (15+30ft dim light)
Hooded Lantern (2 lb) (30+30 dim light)
4 flasks oil (4 lb)
2 candles (0 lb) (5+5ft dim light)

788

Tinderbox
50 feet hempen rope (10 lb)
Golden gargoyles mask (0 lb)
Leather Pouch (1 lb)
Sack (0.5 lb)

50

EQUIPMENT

+15 speed

18
ARMOR CLASS

BOONS

+5
INITIATIVE

TEMP HP

45
SPEED

Current 2
7d8 + 1d10
HIT DICE

66 75
CURRENT HIT POINTS MAXIMUM HIT POINTS

SUCCESSSES
FAILURES
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
+1 Dagger	+10	1d6+6 pierce
Unarmed strike	+9	1d6+5 bludgeon
Darts (20/60)	+11	1d4+5 pierce
Net (5/15)	+11	Restrains, str DC10
Longbow (150/600)	+11	1d8+5 pierce

(Quarter)staff +9 1d6/1d8+5 (versatile)
Net (entire Attack action): +11 to attack. (See Equipment)
Storm Boomerang 1/1: ?
Stunning Strike (1 Ki): (see Features)
Valuables
Bonus attacks:7
* Martial Arts (bonus): unarmed strike on monk (simple melee or shortsword) weapon Attack
* Patient Defense (1 Ki, bonus): Dodge
* Step of the Wind (1 Ki, bonus): Disengage or Dash, and double jump distance for the turn
* Flurry of Blows (1 Ki, bonus): two unarmed strikes immediately after Attack (including ranged). On a hit, one of:
** Knock prone (Dex save)
** Push up to 15ft (Str save)
** No reactions until end of my next turn

Deflect Missiles attack (1 Ki, reaction): Throw back if reduced to 0 dmg. +9 attack +4 dmg. (Prof, Dex) Range 20/60

Slow Fall (reaction): Reduce falling damage by 5*clvl

ATTACKS & SPELLCASTING

Ki (max 8)

Wholeness of Body

Second Wind

CLASS RESOURCES, AMMO & CHARGES

2 pieces chalk (0 lb)
Bottle of ink, Ink pen, 4 Parchment sheets
Books (Fire Elementals, Elemental Planes 10 lb)
"Friend of Dwarves" document
Piece of Stone armour
Crowbar (5 lb)
Shovel (5 lb)
Bag of 20 Catapults (2 lb)
Bag of 1000 Ball Bearings (2 lb)
5 iron spikes (2.5 lb)
4 nets (12 lb). Restrains. DC 10 strength check action to escape or 5 slash damage (AC 10) to destroy.
1 Potions of healing (0.5 lb) (2d4+2 healing)
Healer's Kit (3 lb) (7 uses - stabilise w/o check)
Climber's Kit (12 lb) (Contains boots tips, gloves, pitons, harness) Use an action to anchor self, from where can't fall/move more than 25ft.
1 Seeker Dart (1/4 lb)
Valuables (baubles (11gp), 2 strange black crystals)
3 Bloodstones (1 lb)

EQUIPMENT CONT.

INSPIRATION

I enjoy musing out loud on the world, and sharing wisdom and anecdotes from my travels. I remain composed and calm in difficult situations. Without much time spent around city folk, I find their habits and motivations hard to understand.

PERSONALITY TRAITS

Freedom of mind and body, to go anywhere and experience the world, and do anything that doesn't harm or impose on others. I shouldn't decide for others. Insight and equanimity through contemplation and self-control.

IDEALS

I was raised under the sky, on wide open and raw plains and mountains, the purest freedom.

BONDS

Dismissing questions and decisions with indirect answers and platitudes lets me appear wise and avoid being proven wrong. I don't tolerate the beliefs of fools. Enclosed spaces and captivity are abhorrent.

FLAWS

Languages: Common, Elvish, Primordial (Auran dialect)

All weapons, shields, light and medium armor

Drums, Cartographer's tools

PROFICIENCIES & LANGUAGES

Stunning Strike (1 Ki): on any melee weapon attack, opponent must make Con save or Stunned until end of my next turn.

Second Wind (bonus): 1d10+fighter clvl. Once per short rest

"Potion of speed" (Haste) 1/2 spiritual charm

Wholeness of Body (action): regain 3*clvl HP. Once per long rest.

Stillness of mind (action): end one charm or frighten effect

Extra Attack.
Archery: +2 to ranged attacks

Unarmoured Defense: AC 10+Dex mod+Wis mod without armour or shield

Ki-empowered Strikes: unarmed attacks overcome resistance and immunity to nonmagical attacks

Martial Arts: use Dex for monk weapons (unarmed, simple melee weapons except two-hand/heavy, shortswords) and minimum d6 damage, and get an unarmed strike when using Attack with a monk weapon

Unarmoured Movement: +10ft without armour or shield

Deflect Missiles (reaction, free hand): reduced ranged damage by d10+13 (d10+Dex mod+clvl). If reduced to 0 dmg can throw back the missile/weapon (see Attacks)

Way of the Open Hand: Open Hand Technique (Flurry of Blows)

Wanderer: can always recall the general layout of terrain, settlements, and other features around. Can find food and water for 6 people/day if land offers it.

Evasion: When taking Dex save to avoid AoE effect, take half damage on fail and none on success

FEATURES & TRAITS



Samzin Zephyrs

CHARACTER NAME

35

AGE

5'8"

HEIGHT

110 lb

WEIGHT

Green

EYES

Blue

SKIN

Gray, shaved, beard

HAIR



CHARACTER APPEARANCE

NAME

Emerald Enclave



SYMBOL

ALLIES & ORGANIZATIONS

Samzin Zephyrs's father was Jhubr, a Air Genasi, the son of a genie from the elemental planes. Jhubr inherited an ability to levitate or glide and a yearning for the freedom of the sky, and a lack of belonging anywhere, which he satisfied by travelling the mountain ranges and open plains of the world. He raised Samzin alone, never mentioning his mother, and taught him to survive in total isolation, and impressed on him the same wonder of nature and a wish for flight.

More human than genasi despite his inherited blue skin and grey hair, Samzin, who couldn't follow his father across the mountain peaks and ravines, was like an anchor to the distant Jhubr. Yet he still had inhuman agility and lightness, and so at the age of 14 he was left in the care of the Monastery of the Granite Shards, high in the steepest mountains, where his gifts allowed him to excel in martial arts and mental disciplines, taught to him through practice and meditation on the stormy isolating clifftops. Here, the monks needed to train to protect themselves from threats and would sometimes answer pleas for help from villages.

But Samzin was not well suited for the strict and subservient life of a monk, which eventually led to his departing, with the understanding of the elders, while still only a junior disciple. Thereafter he traveled much as his father had done, continuing to train alone or acting as a guide or guard, occasionally debating ethics, hearing tales, or providing wise advice in townships along the way. The constant exposure to harsh elements his whole life aged his unearthly skin, which together with his exotic accent and manners and world-travelled experience gave him the appearance of a travelling sage; a part he greatly enjoyed although his wisdom sometimes fell short.

After five years he learnt from an old ranger that his father had died ingloriously during a surprise attack by marauders on a village, and he realised that it was incumbent on him to improve the injustices of the world rather than merely advising and waiting for trouble to find him. Thereafter he would stand tall rather than act elderly, and ask what he could do to help, committing small heroic deeds sometimes with the help of others. This eventually impressed an agent of the Emerald Enclave, who offered him membership and recently introduced him to the Abbott at Goldenfields.

CHARACTER BACKSTORY

Ki: recharge by 30 min meditation during short rest

Javor's charm (1/2): Haste for 1 min, no concentration required: double speed, +2AC, adv on Dex saves, and an additional action per turn: attack (one attack only), dash, disengage, hide or use object. After a minute, lose a turn.

ADDITIONAL FEATURES & TRAITS

"Dangerous Information":

During your travels you overheard that a group of murderous bandits led by someone named Grimjaw are planning a terrible raid somewhere in the Dessarin Valley.

OTHER



Ki

SPELLCASTING
CLASS/ABILITY

Prepared Spells
Total

15

Spell Save DC

Spell Attack
Bonus

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS REMAINING

1

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9

COMPANIONS, FAMILIARS,
AND PETS.

NAME

CLASS & LEVEL RELATIONSHIP ROLE

RACE ALIGNMENT EXPERIENCE POINTS

-5 STRENGTH	-5 DEXTERITY
-5 CONSTITUTION	-5 INTELLIGENCE
-5 WISDOM	-5 CHARISMA

PASSIVE WISDOM (PERCEPTION)

CURRENT WEIGHT 0 MAX WEIGHT

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CLASS RESOURCES, AMMO & CHARGES

PROFICIENCIES & LANGUAGES
FEATURES & TRAITS

CONDITIONS	ARMOR CLASS	BOONS
INITIATIVE	TEMP HP	SPEED
HIT DICE	CURRENT HIT POINTS MAXIMUM HIT POINTS	DEATH SAVES

EQUIPMENT

NAME

CLASS & LEVEL RELATIONSHIP ROLE

RACE ALIGNMENT EXPERIENCE POINTS

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PASSIVE WISDOM (PERCEPTION)

CURRENT WEIGHT 0 MAX WEIGHT

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ATTACKS & SPELLCASTING

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PROFICIENCIES & LANGUAGES
FEATURES & TRAITS

CONDITIONS	ARMOR CLASS	BOONS
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EQUIPMENT