

Monk 8, Fighter 1 CLASS & LEVEL

Human

Outlander

Voxel

Neutral Good

<u>66700</u> EXPERIENCE POINTS

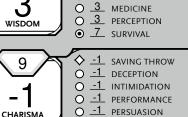






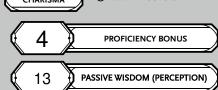
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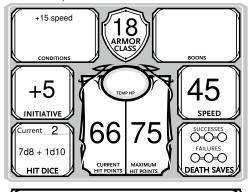
ANIMAL HANDLING

7 INSIGHT



CURRENT WEIGHT 104 180 MAX WEIGH	>
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CURRENT WEIGHT	104 180 MAX WEIGHT
(843) (119) (788)	(Staff, longbow, dagger: 4+2+1=7 lb) Dagger (1 lb) Arrows (1 lb) 9 Darts (2.25 lb) Bundles of hippogriff, griffon, & manticore feathers 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) 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) Tinderbox 50 feet hempen rope (10 lb) Golden gargoyle mask (0 lb) Leather Pouch (1 lb) Sack (0.5 lb) EQUIPMENT



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

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): 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)

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	000000000000000000000000000000000000000	
Second Wind	000000000000000000000000000000000000000	
	000000000000000000000000000000000000000	
	000000000000000000000000000000000000000	
	000000000000000000000000000000000000000	
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 "Friend of Dwarves" document
Piece of Stone armour
Crowbar (5 lb)
Shovel (5 lb)
Bag of 20 Caltrops (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)

EOUIPMENT CONT.

Valuables (baubles (11gp), 2 strange black crystals) 3 Bloodstones (1 lb)

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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.

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 appears 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, opponen 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

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

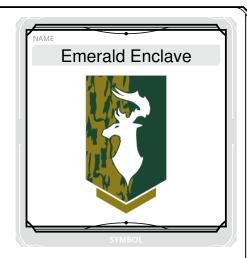


Samzin Zephys

35	5'8"	110 lb
AGE	HEIGHT	WEIGHT
Green	Blue	Gray, shaved, beard
EYES	SKIN	HAIR



CHARACTER APPEARANCE



ALLIES & ORGANIZATIONS

Samzin Zephys's father was Jhubr, a Air Genasi, the son of a genie from the elemental planes. Juhbr 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 mediation 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. But Samzin was not well suited for the strict and

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. recently introduced him to the Abbott at Goldenfields

Ki: recharge by 30 min mediation 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 pe turn: attack (one attack only), dash, disengage, hide or use object. After a minute, lose a turn.

ADDITIONAL FEATURES & TRAITS

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.

CHARACTER BACKSTORY

OTHER



