

Monk 3 - Way of Atonement Alcolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Chultan Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

11

DEXTERITY

15

CONSTITUTION

14

INTELLIGENCE

11

WISDOM

16

CHARISMA

11

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +2 Strength
- ☒ +4 Dexterity
- ☐ +2 Constitution
- ☐ - Intelligence
- ☐ +3 Wisdom
- ☐ - Charisma

SAVING THROWS

- ☒ +4 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ - Arcana (Int)
- ☐ - Athletics (Str)
- ☐ - Deception (Cha)
- ☐ - History (Int)
- ☒ +5 Insight (Wis)
- ☐ - Intimidation (Cha)
- ☐ - Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☐ - Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ - Performance (Cha)
- ☐ - Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

40'

SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8 (5)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

club *

+4

1d4 + 2

darts *

+4

1d4 + 2

unarmed

+4

1d4 + 2

*club monk weapon

*darts finesse, range 20/60

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

common, goblin, grung, vegipygmy

Weapons: simple, shortwords

Tools: woodcarver's tools

OTHER PROFICIENCIES & LANGUAGES

CP

0

club, darts (10)

SP

0

holy symbol, prayerbook, incense (5), burlap vestments, pouch

EP

0

GP

0

PP

0

a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope

EQUIPMENT

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

MARTIAL ARTS

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortwords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:
--You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.

--You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

--When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

KI (3, DC 13)

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

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.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

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.

OVER --->

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

DEFLECT MISSILES (reduce damage 1d10 +5)

Starting at 3rd level, 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 + your Dexterity modifier + your monk level.

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.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

CHARACTER BACKSTORY

UNARMORED MOVEMENT

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

WAY OF ATONEMENT

ATONEMENT (D8, 3)

When you choose this tradition at 3rd level, you can channel your vitality to fuel your wrath. You have a pool of Atonement Dice, represented by a number of d8s equal to your monk level which you can use to empower your Way of Atonement features.

You regain all expended dice when you atone at the end of a short or long rest.

Atonement requires deep contemplation, and usually making amends for the pain you inflict on others by inflicting that pain on yourself during contemplation or prayer. To atone, roll the Atonement Dice you spent and add them together. You deal bludgeoning, piercing, or slashing damage to yourself equal to the total. You deal this damage after you regain hit points from any Hit Dice you spend at the end of a short or long rest.

ADDITIONAL FEATURES & TRAITS

PENANCE

Also at 3rd level, you learn a ritual prayer that creates a divine bond between you and one of civilization's earliest weapons, the club. You perform these prayers over the course of 1 hour, which can be during a short rest.

During this ritual, you carve notches that represent your past atonements, and each time you take a short rest, you are compelled to consider any additional sins you have committed and add notches to its stock to atone. While your penance is paid, your weapon is bonded to you, counts as your monk weapon, and can't be disarmed of that weapon unless you are incapacitated.

STRENGTH OF FAITH (2d8, 1 Ki for 1/2)

At 3rd level, you learn to focus your anger to strike harder, delivering justice with your penance at the expense of your own vitality.

When you hit with an unarmed attack or a club, you can channel your zeal through your ki and spend Atonement Dice to add an additional 2d8 force damage for each you spend. When you use this feature, you can expend 1 ki point and spend a number of Atonement Dice equal to half your monk level or less.

TREASURE