

HALFLING MONK 1



“Size of the body indicates nothing of the depth of the spirit.”

Ascetic life tempered your endurance, and a doctrine of and helping others tempered your tolerance and compassion. Your kindness and understanding you give freely, but your beliefs reserve your wrath and martial arts expertise for the cruel and wicked, especially those who harm the innocent or weak. You wander the world as a righter of wrongs, and an example that the spirit transcends and conquers the material.

BACKGROUND (ACOLYTE)

You spent your formative years in a monastery dedicated to the Triad—Torm, Tyr, and primarily for your order, Ilmater, god of endurance and martyrdom. As a priest, you can perform sacred rites, including counseling and aiding others.

Shelter of the Faithful. You and your companions can receive aid at any site dedicated to the Triad or its member deities, especially Ilmater. You must provide any material components for spells cast on your behalf. Those who share your religion support you at a modest lifestyle.

Faction. You are a member of the Order of the Gauntlet, seekers of justice who protect others from evildoers.

Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal. You always try to help those in need, no matter what the personal cost.

Bond. Everything you do is to protect the common folk.

Flaw. You place too much trust in those who profess to share your faith.

HALFLING TRAITS

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and use the new roll.

MONK FEATURES

Martial Arts. 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.

CHARACTER NAME

Small humanoid (stout halfling), lawful good

Armor Class 15 (Unarmored Defense)

Hit Points 10 (Hit Dice 1d8)

Speed 25 ft.

STR	DEX	CON
8 (-1)	17 (+3)	14 (+2)
INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +1, Dex +6; advantage on saves against being frightened and poisoned.

Skills Acrobatics +5, Athletics +1, Insight +4, Medicine +4

Tools herbalism kit

Weapons simple weapons, short swords; melee weapons of these types that lack the two-handed or heavy property are monk weapons for you.

Damage Resistances poison

Senses passive (Perception) 12

Languages Common, Draconic, Halfling

ACTIONS

Attack. You can make one of the following attacks:

- **Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1d6 + 4 piercing damage.
- **Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1d4 + 4 bludgeoning damage.
- **Dart.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target.
Hit: 1d4 + 4 piercing damage.

BONUS ACTIONS

Martial Arts. Monk feature

OPTIONS

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

Unarmored Defense. While you wear no armor and wield no shield, your AC equals 10 + your Dex modifier + your Wis modifier.

EQUIPMENT

Backpack, bedroll, darts (8), crystal (glows in moonlight), healer's kit, herbalism kit, holy symbol (red cord wrapped around wrists and hands), mess kit, monk's vestments and common clothing (gray), pouch, prayer beads, rations (5 days), shortsword, soap, tinderbox, torches (3), waterskin

HALFLING MONK 2



“Size of the body indicates nothing of the depth of the spirit.”

Ascetic life tempered your endurance, and a doctrine of and helping others tempered your tolerance and compassion. Your kindness and understanding you give freely, but your beliefs reserve your wrath and martial arts expertise for the cruel and wicked, especially those who harm the innocent or weak. You wander the world as a righter of wrongs, and an example that the spirit transcends and conquers the material.

BACKGROUND (ACOLYTE)

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Shelter of the Faithful. You and your companions can receive aid at any site dedicated to the Triad or its member deities, especially Ilmater. You must provide any material components for spells cast on your behalf. Those who share your religion support you at a modest lifestyle.

Faction. You are a member of the Order of the Gauntlet, seekers of justice who protect others from evildoers.

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Ideal. You always try to help those in need, no matter what the personal cost.

Bond. Everything you do is to protect the common folk.

Flaw. You place too much trust in those who profess to share your faith.

HALFLING TRAITS

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and use the new roll.

MONK FEATURES

Ki (Recharges after You Finish a Short or Long Rest). You have 2 ki points, which you can spend on ki features (listed under this feature). You must spend at least 30 minutes of a rest meditating to regain them.

CHARACTER NAME

Small humanoid (stout halfling), lawful good

Armor Class 15 (Unarmored Defense)

Hit Points 17 (Hit Dice 2d8)

Speed 35 ft. (Unarmored Movement)

STR	DEX	CON
8 (-1)	17 (+3)	14 (+2)
INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +1, Dex +6; advantage on saves against being frightened and poisoned.

Skills Acrobatics +5, Athletics +1, Insight +4, Medicine +4

Tools herbalism kit

Weapons simple weapons, shortswords; melee weapons of these types that lack the two-handed or heavy property are monk weapons for you.

Damage Resistances poison

Senses passive (Perception) 12

Languages Common, Draconic, Halfling

Ki Points 2

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.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action. If you do so, your jump distance is doubled for the turn.

Martial Arts. 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.

Unarmored Defense. While you wear no armor and wield no shield, your AC equals 10 + your Dex modifier + your Wis modifier.

Unarmored Movement. While you wear no armor and wield no shield, your speed increases above your normal (25 feet).

ACTIONS

Attack. You can make one of the following attacks:

- **Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1d6 + 4 piercing damage.
- **Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1d4 + 4 bludgeoning damage.
- **Dart.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target.
Hit: 1d4 + 4 piercing damage.

BONUS ACTIONS

Flurry of Blows. Monk ki feature

Martial Arts. Monk feature

Patient Defense. Monk ki feature

Step of the Wind. Monk ki feature

OPTIONS

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

EQUIPMENT

Backpack, bedroll, darts (8), crystal (glows in moonlight), healer's kit, herbalism kit, holy symbol (red cord wrapped around wrists and hands), mess kit, monk's vestments and common clothing (gray), pouch, prayer beads, rations (5 days), shortsword, soap, tinderbox, torches (3), waterskin

HALFLING MONK 3



“Size of the body indicates nothing of the depth of the spirit.”

Ascetic life tempered your endurance, and a doctrine of and helping others tempered your tolerance and compassion. Your kindness and understanding you give freely, but your beliefs reserve your wrath and martial arts expertise for the cruel and wicked, especially those who harm the innocent or weak. You wander the world as a righter of wrongs, and an example that the spirit transcends and conquers the material.

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Shelter of the Faithful. You and your companions can receive aid at any site dedicated to the Triad or its member deities, especially Ilmater. You must provide any material components for spells cast on your behalf. Those who share your religion support you at a modest lifestyle.

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Ideal. You always try to help those in need, no matter what the personal cost.

Bond. Everything you do is to protect the common folk.

Flaw. You place too much trust in those who profess to share your faith.

HALFLING TRAITS

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and use the new roll.

MONK FEATURES

Ki (Recharges after You Finish a Short or Long Rest). You have 3 ki points, which you can spend on ki features (listed under this feature). You must spend at least 30 minutes of a rest meditating to regain them.

CHARACTER NAME

Small humanoid (stout halfling), Way of the Open Fist tradition, lawful good

Armor Class 15 (Unarmored Defense)

Hit Points 24 (Hit Dice 3d8)

Speed 35 ft. (Unarmored Movement)

STR	DEX	CON
8 (-1)	17 (+3)	14 (+2)
INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +1, Dex +6; advantage on saves against being frightened and poisoned.

Skills Acrobatics +5, Athletics +1, Insight +4, Medicine +4

Tools herbalism kit

Weapons simple weapons, short swords; melee weapons of these types that lack the two-handed or heavy property are monk weapons for you.

Damage Resistances poison

Senses passive (Perception) 12

Languages Common, Draconic, Halfling

Ki Points 3

Deflect Missiles. When you are hit by a ranged weapon attack, you can use your reaction to reduce the damage you take from the attack by 1d10 + 6.

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 what you caught, as part of the same reaction. You make this attack with proficiency, and the missile counts as a monk weapon for the attack.

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.

Whenever you hit a creature with one of these attacks, you can impose one of the following three effects on that target:

- It must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- It must succeed on a DC 13 Strength saving throw, or you can push it up to 15 feet away from you.

ACTIONS

Attack. You can make one of the following attacks:

- **Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1d6 + 4 piercing damage.
- **Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1d4 + 4 bludgeoning damage.
- **Dart.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target.
Hit: 1d4 + 4 piercing damage.

BONUS ACTIONS

Flurry of Blows. Monk ki feature

Martial Arts. Monk feature

Patient Defense. Monk ki feature

Step of the Wind. Monk ki feature

REACTIONS

Deflect Missiles. Monk ki feature

OPTIONS

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

- It can't take reactions until the end of your next turn.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action. If you do so, your jump distance is doubled for the turn.

Martial Arts. 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.

Unarmored Defense. While you wear no armor and wield no shield, your AC equals 10 + your Dex modifier + your Wis modifier.

Unarmored Movement. While you wear no armor and wield no shield, your speed increases above your normal (25 feet).

EQUIPMENT

Backpack, bedroll, darts (8), crystal (glows in moonlight), healer's kit, herbalism kit, holy symbol (red cord wrapped around wrists and hands), mess kit, monk's vestments and common clothing (gray), *potion of healing*, pouch, prayer beads, rations (5 days), shortsword, soap, tinderbox, torches (3), waterskin

HALFLING MONK 4



“Size of the body indicates nothing of the depth of the spirit.”

Ascetic life tempered your endurance, and a doctrine of and helping others tempered your tolerance and compassion. Your kindness and understanding you give freely, but your beliefs reserve your wrath and martial arts expertise for the cruel and wicked, especially those who harm the innocent or weak. You wander the world as a righter of wrongs, and an example that the spirit transcends and conquers the material.

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Shelter of the Faithful. You and your companions can receive aid at any site dedicated to the Triad or its member deities, especially Ilmater. You must provide any material components for spells cast on your behalf. Those who share your religion support you at a modest lifestyle.

Faction. You are a member of the Order of the Gauntlet, seekers of justice who protect others from evildoers.

Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal. You always try to help those in need, no matter what the personal cost.

Bond. Everything you do is to protect the common folk.

Flaw. You place too much trust in those who profess to share your faith.

HALFLING TRAITS

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and use the new roll.

MONK FEATURES

Ki (Recharges after You Finish a Short or Long Rest). You have 4 ki points, which you can spend on ki features (listed under this feature). You must spend at least 30 minutes of a rest meditating to regain them.

CHARACTER NAME

Small humanoid (stout halfling), Way of the Open Fist tradition, lawful good

Armor Class 16 (Unarmored Defense)

Hit Points 31 (Hit Dice 4d8)

Speed 35 ft. (Unarmored Movement)

STR	DEX	CON
8 (-1)	18 (+4)	14 (+2)
INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +1, Dex +6; advantage on saves against being frightened and poisoned.

Skills Acrobatics +6, Athletics +1, Insight +4, Medicine +4

Tools herbalism kit

Weapons simple weapons, short swords; melee weapons of these types that lack the two-handed or heavy property are monk weapons for you.

Damage Resistances poison

Senses passive (Perception) 12

Languages Common, Draconic, Halfling

Ki Points 4

Deflect Missiles. When you are hit by a ranged weapon attack, you can use your reaction to reduce the damage you take from the attack by 1d10 + 8.

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 what you caught, as part of the same reaction. You make this attack with proficiency, and the missile counts as a monk weapon for the attack.

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.

Whenever you hit a creature with one of these attacks, you can impose one of the following three effects on that target:

- It must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- It must succeed on a DC 13 Strength saving throw, or you can push it up to 15 feet away from you.

ACTIONS

Attack. You can make one of the following attacks:

- **Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 1d6 + 4 piercing damage.
- **Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 1d4 + 4 bludgeoning damage.
- **Dart.** *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target.
Hit: 1d4 + 4 piercing damage.

BONUS ACTIONS

Flurry of Blows. Monk ki feature

Martial Arts. Monk feature

Patient Defense. Monk ki feature

Step of the Wind. Monk ki feature

REACTIONS

Deflect Missiles. Monk ki feature

Slow Fall. Monk feature

OPTIONS

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

- It can't take reactions until the end of your next turn.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action. If you do so, your jump distance is doubled for the turn.

Martial Arts. 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.

Slow Fall. You can use your reaction to reduce falling damage you take by 20.

Unarmored Defense. While you wear no armor and wield no shield, your AC equals 10 + your Dex modifier + your Wis modifier.

Unarmored Movement. While you wear no armor and wield no shield, your speed increases above your normal (25 feet).

EQUIPMENT

Backpack, bedroll, darts (8), crystal (glows in moonlight), healer's kit, herbalism kit, holy symbol (red cord wrapped around wrists and hands), mess kit, monk's vestments and common clothing (gray), *potion of healing* (2), pouch, prayer beads, rations (5 days), soap, tinderbox, torches (3), waterskin

HALFLING MONK 5



“Size of the body indicates nothing of the depth of the spirit.”

Ascetic life tempered your endurance, and a doctrine of and helping others tempered your tolerance and compassion. Your kindness and understanding you give freely, but your beliefs reserve your wrath and martial arts expertise for the cruel and wicked, especially those who harm the innocent or weak. You wander the world as a righter of wrongs, and an example that the spirit transcends and conquers the material.

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Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal. You always try to help those in need, no matter what the personal cost.

Bond. Everything you do is to protect the common folk.

Flaw. You place too much trust in those who profess to share your faith.

HALFLING TRAITS

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and use the new roll.

MONK FEATURES

Ki (Recharges after You Finish a Short or Long Rest). You have 5 ki points, which you can spend on ki features (listed under this feature). You must spend at least 30 minutes of a rest meditating to regain them.

CHARACTER NAME

Small humanoid (stout halfling), Way of the Open Fist tradition, lawful good

Armor Class 16 (Unarmored Defense)
Hit Points 38 (Hit Dice 5d8)
Speed 35 ft. (Unarmored Movement)

STR	DEX	CON
8 (-1)	18 (+4)	14 (+2)
INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)

Proficiencies (+3 proficiency bonus)
Saving Throws Str +2, Dex +7; advantage on saves against being frightened and poisoned.
Skills Acrobatics +7, Athletics +2, Insight +5, Medicine +5
Tools herbalism kit
Weapons simple weapons, shortswords; melee weapons of these types that lack the two-handed or heavy property are monk weapons for you.

Damage Resistances poison
Senses passive (Perception) 12
Languages Common, Draconic, Halfling

Ki Points 5

Deflect Missiles. When you are hit by a ranged weapon attack, you can use your reaction to reduce the damage you take from the attack by 1d10 + 9.

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 what you caught, as part of the same reaction. You make this attack with proficiency, and the missile counts as a monk weapon for the attack.

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.

Whenever you hit a creature with one of these attacks, you can impose one of the following three effects on that target:

- It must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- It must succeed on a DC 13 Strength saving throw, or you can push it up to 15 feet away from you.

ACTIONS

Attack. You can attack up to twice when you take this action, using the following attacks:

- **Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 1d6 + 4 bludgeoning damage.
- **Dart.** *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target.
Hit: 1d4 + 4 piercing damage.

BONUS ACTIONS

Flurry of Blows. Monk ki feature

Martial Arts. Monk feature

Patient Defense. Monk ki feature

Step of the Wind. Monk ki feature

REACTIONS

Deflect Missiles. Monk ki feature

Slow Fall. Monk feature

OPTIONS

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

Stunning Strike. Monk ki feature

- It can't take reactions until the end of your next turn.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action. If you do so, your jump distance is doubled for the turn.

Stunning Strike. When you hit another creature with a melee weapon attack, you can spend 1 ki point. If you do so, the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of your next turn.

Martial Arts. 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.

Slow Fall. You can use your reaction to reduce falling damage you take by 25.

Unarmored Defense. While you wear no armor and wield no shield, your AC equals 10 + your Dex modifier + your Wis modifier.

MONK FEATURES (CONT'D)

Unarmored Movement. While you wear no armor and wield no shield, your speed increases above your normal (25 feet).

EQUIPMENT

Bag of holding, bedroll, darts (8 on person, 24 more in a case in the *bag*), crystal (glows in moonlight), grappling hook, healer's kit, herbalism kit, holy symbol (red cord wrapped around wrists and hands), mess kit, gray monk's vestments and common clothing, *potion of healing* (3), pouch, prayer beads, rations (10 days), silk rope (100 ft.), soap, tinderbox, torches (10), waterskin

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. It weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. The DM knows more about the bag.

HALFLING MONK 6



“Size of the body indicates nothing of the depth of the spirit.”

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Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal. You always try to help those in need, no matter what the personal cost.

Bond. Everything you do is to protect the common folk.

Flaw. You place too much trust in those who profess to share your faith.

HALFLING TRAITS

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and use the new roll.

MONK FEATURES

Ki (Recharges after You Finish a Short or Long Rest). You have 6 ki points, which you can spend on ki features (listed under this feature). You must spend at least 30 minutes of a rest meditating to regain them.

CHARACTER NAME

Small humanoid (stout halfling), Way of the Open Fist tradition, lawful good

Armor Class 16 (Unarmored Defense)
Hit Points 45 (Hit Dice 6d8)
Speed 40 ft. (Unarmored Movement)

STR	DEX	CON
8 (-1)	18 (+4)	14 (+2)
INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +2, Dex +7; advantage on saves against being frightened and poisoned.

Skills Acrobatics +7, Athletics +2, Insight +5, Medicine +5

Tools herbalism kit

Weapons simple weapons, shortswords; melee weapons of these types that lack the two-handed or heavy property are monk weapons for you.

Damage Resistances poison

Senses passive (Perception) 12

Languages Common, Draconic, Halfling

Ki Points 6

Deflect Missiles. When you are hit by a ranged weapon attack, you can use your reaction to reduce the damage you take from the attack by 1d10 + 10.

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 what you caught, as part of the same reaction. You make this attack with proficiency, and the missile counts as a monk weapon for the attack.

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.

Whenever you hit a creature with one of these attacks, you can impose one of the following three effects on that target:

- It must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- It must succeed on a DC 13 Strength saving throw, or you can push it up to 15 feet away from you.

ACTIONS

Attack. You can attack up to twice when you take this action, using the following attacks:

- **Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 1d6 + 4 bludgeoning damage.
- **Dart.** *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target.
Hit: 1d4 + 4 piercing damage.

Wholeness of Body. Monk feature

BONUS ACTIONS

Flurry of Blows. Monk ki feature

Martial Arts. Monk feature

Patient Defense. Monk ki feature

Step of the Wind. Monk ki feature

REACTIONS

Deflect Missiles. Monk ki feature

Slow Fall. Monk feature

OPTIONS

Halfling Nimbleness. Halfling trait

Ki-Empowered Strikes. Monk feature

Lucky. Halfling trait

Stunning Strike. Monk ki feature

- It can't take reactions until the end of your next turn.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action. If you do so, your jump distance is doubled for the turn.

Stunning Strike. When you hit another creature with a melee weapon attack, you can spend 1 ki point. If you do so, the target must succeed on a DC 13 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.

Martial Arts. 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.

MONK FEATURES (CONT'D)

Slow Fall. You can use your reaction to reduce falling damage you take by 30.

Unarmored Defense. While you wear no armor and wield no shield, your AC equals 10 + your Dex modifier + your Wis modifier.

Unarmored Movement. While you wear no armor and wield no shield, your speed increases above your normal (25 feet).

Wholeness of Body (Recharges after You Finish a Long Rest). You can use your action to regain 18 hit points.

EQUIPMENT

Bag of holding, bedroll, darts (8 on person, 24 more in a case in the *bag*), crystal (glows in moonlight), grappling hook, healer's kit, herbalism kit, holy symbol (red cord wrapped around wrists and hands), mess kit, gray monk's vestments and common clothing, *potion of healing* (3), pouch, prayer beads, rations (10 days), silk rope (100 ft.), soap, tinderbox, torches (10), waterskin

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. It weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. The DM knows more about the bag.

HALFLING MONK 7



“Size of the body indicates nothing of the depth of the spirit.”

Ascetic life tempered your endurance, and a doctrine of and helping others tempered your tolerance and compassion. Your kindness and understanding you give freely, but your beliefs reserve your wrath and martial arts expertise for the cruel and wicked, especially those who harm the innocent or weak. You wander the world as a righter of wrongs, and an example that the spirit transcends and conquers the material.

BACKGROUND (ACOLYTE)

You spent your formative years in a monastery dedicated to the Triad—Torm, Tyr, and primarily for your order, Ilmater, god of endurance and martyrdom. As a priest, you can perform sacred rites, including counseling and aiding others.

Shelter of the Faithful. You and your companions can receive aid at any site dedicated to the Triad or its member deities, especially Ilmater. You must provide any material components for spells cast on your behalf. Those who share your religion support you at a modest lifestyle.

Faction. You are a member of the Order of the Gauntlet, seekers of justice who protect others from evildoers.

Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal. You always try to help those in need, no matter what the personal cost.

Bond. Everything you do is to protect the common folk.

Flaw. You place too much trust in those who profess to share your faith.

HALFLING TRAITS

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and use the new roll.

MONK FEATURES

Evasion. 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.

CHARACTER NAME

Small humanoid (stout halfling), Way of the Open Fist tradition, lawful good

Armor Class 16 (Unarmored Defense)

Hit Points 52 (Hit Dice 7d8)

Speed 40 ft. (Unarmored Movement)

STR	DEX	CON
8 (-1)	18 (+4)	14 (+2)
INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +2, Dex +7; see Evasion, advantage on saves against being frightened and poisoned.

Skills Acrobatics +7, Athletics +2, Insight +5, Medicine +5

Tools herbalism kit

Weapons simple weapons, shortswords; melee weapons of these types that lack the two-handed or heavy property are monk weapons for you.

Damage Resistances poison

Senses passive (Perception) 12

Languages Common, Draconic, Halfling

Ki Points 7

Ki (Recharges after You Finish a Short or Long Rest). You have 7 ki points, which you can spend on ki features (listed under this feature). You must spend at least 30 minutes of a rest meditating to regain them.

Deflect Missiles. When you are hit by a ranged weapon attack, you can use your reaction to reduce the damage you take from the attack by 1d10 + 11.

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 what you caught, as part of the same reaction. You make this attack with proficiency, and the missile counts as a monk weapon for the attack.

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.

ACTIONS

Attack. You can attack up to twice when you take this action, using the following attacks:

- **Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 1d6 + 4 bludgeoning damage.
- **Dart.** *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target.
Hit: 1d4 + 4 piercing damage.

Stillness of Mind Monk feature

Wholeness of Body. Monk feature

BONUS ACTIONS

Flurry of Blows. Monk ki feature

Martial Arts. Monk feature

Patient Defense. Monk ki feature

Step of the Wind. Monk ki feature

REACTIONS

Deflect Missiles. Monk ki feature

Slow Fall. Monk feature

OPTIONS

Halfling Nimbleness. Halfling trait

Ki-Empowered Strikes. Monk feature

Lucky. Halfling trait

Stunning Strike. Monk ki feature

Whenever you hit a creature with one of these attacks, you can impose one of the following three effects on that target:

- It must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- It must succeed on a DC 13 Strength saving throw, or you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action. If you do so, your jump distance is doubled for the turn.

Stunning Strike. When you hit another creature with a melee weapon attack, you can spend 1 ki point. If you do so, the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of your next turn.

MONK FEATURES (CONT'D)

Ki-Empowered Strikes. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Martial Arts. 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.

Slow Fall. You can use your reaction to reduce falling damage you take by 35.

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

Unarmored Defense. While you wear no armor and wield no shield, your AC equals 10 + your Dex modifier + your Wis modifier.

Unarmored Movement. While you wear no armor and wield no shield, your speed increases above your normal (25 feet).

Wholeness of Body (Recharges after You Finish a Long Rest). You can use your action to regain 21 hit points.

EQUIPMENT

Bag of holding, bedroll, darts (8 on person, 24 more in a case in the *bag*), crystal (glows in moonlight), grappling hook, healer's kit, herbalism kit, holy symbol (red cord wrapped around wrists and hands), mess kit, gray monk's vestments and common clothing, *potion of healing* (3), pouch, prayer beads, rations (10 days), silk rope (100 ft.), soap, tinderbox, torches (10), waterskin

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. It weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. The DM knows more about the bag.

HALFLING MONK 8



“Size of the body indicates nothing of the depth of the spirit.”

Ascetic life tempered your endurance, and a doctrine of and helping others tempered your tolerance and compassion. Your kindness and understanding you give freely, but your beliefs reserve your wrath and martial arts expertise for the cruel and wicked, especially those who harm the innocent or weak. You wander the world as a righter of wrongs, and an example that the spirit transcends and conquers the material.

BACKGROUND (ACOLYTE)

You spent your formative years in a monastery dedicated to the Triad—Torm, Tyr, and primarily for your order, Ilmater, god of endurance and martyrdom. As a priest, you can perform sacred rites, including counseling and aiding others.

Shelter of the Faithful. You and your companions can receive aid at any site dedicated to the Triad or its member deities, especially Ilmater. You must provide any material components for spells cast on your behalf. Those who share your religion support you at a modest lifestyle.

Faction. You are a member of the Order of the Gauntlet, seekers of justice who protect others from evildoers.

Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal. You always try to help those in need, no matter what the personal cost.

Bond. Everything you do is to protect the common folk.

Flaw. You place too much trust in those who profess to share your faith.

HALFLING TRAITS

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and use the new roll.

MONK FEATURES

Evasion. 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.

CHARACTER NAME

Small humanoid (stout halfling), Way of the Open Fist tradition, lawful good

Armor Class 17 (Unarmored Defense)

Hit Points 59 (Hit Dice 8d8)

Speed 40 ft. (Unarmored Movement)

STR	DEX	CON
8 (-1)	18 (+4)	15 (+2)
INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +2, Dex +7; see Evasion, advantage on saves against being frightened and poisoned.

Skills Acrobatics +7, Athletics +2, Insight +6, Medicine +6

Tools herbalism kit

Weapons simple weapons, short swords; melee weapons of these types that lack the two-handed or heavy property are monk weapons for you.

Damage Resistances poison

Senses passive (Perception) 13

Languages Common, Draconic, Halfling

Ki Points 8

Ki (Recharges after You Finish a Short or Long Rest). You have 8 ki points, which you can spend on ki features (listed under this feature). You must spend at least 30 minutes of a rest meditating to regain them.

Deflect Missiles. When you are hit by a ranged weapon attack, you can use your reaction to reduce the damage you take from the attack 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 what you caught, as part of the same reaction. You make this attack with proficiency, and the missile counts as a monk weapon for the attack.

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.

ACTIONS

Attack. You can attack up to twice when you take this action, using the following attacks:

- **Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 1d6 + 4 bludgeoning damage.
- **Dart.** *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target.
Hit: 1d4 + 4 piercing damage.

Stillness of Mind Monk feature

Wholeness of Body. Monk feature

BONUS ACTIONS

Flurry of Blows. Monk ki feature

Martial Arts. Monk feature

Patient Defense. Monk ki feature

Step of the Wind. Monk ki feature

REACTIONS

Deflect Missiles. Monk ki feature

Slow Fall. Monk feature

OPTIONS

Halfling Nimbleness. Halfling trait

Ki-Empowered Strikes. Monk feature

Lucky. Halfling trait

Stunning Strike. Monk ki feature

Whenever you hit a creature with one of these attacks, you can impose one of the following three effects on that target:

- It must succeed on a DC 14 Dexterity saving throw or be knocked prone.
- It must succeed on a DC 14 Strength saving throw, or you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action. If you do so, your jump distance is doubled for the turn.

Stunning Strike. When you hit another creature with a melee weapon attack, you can spend 1 ki point. If you do so, the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of your next turn.

MONK FEATURES (CONT'D)

Ki-Empowered Strikes. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Martial Arts. 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.

Slow Fall. You can use your reaction to reduce falling damage you take by 40.

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

Unarmored Defense. While you wear no armor and wield no shield, your AC equals 10 + your Dex modifier + your Wis modifier.

Unarmored Movement. While you wear no armor and wield no shield, your speed increases above your normal (25 feet).

Wholeness of Body (Recharges after You Finish a Long Rest). You can use your action to regain 24 hit points.

EQUIPMENT

Bag of holding, bedroll, darts (8 on person, 24 more in a case in the *bag*), crystal (glows in moonlight), grappling hook, healer's kit, herbalism kit, holy symbol (red cord wrapped around wrists and hands), mess kit, gray monk's vestments and common clothing, *potion of healing* (3), pouch, prayer beads, rations (10 days), silk rope (100 ft.), soap, tinderbox, torches (10), waterskin, money (6 cp, 3 sp, 5 gp, 4 pp).

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet.

It weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. The DM knows more about the bag.

HALFLING MONK 9



“Size of the body indicates nothing of the depth of the spirit.”

Ascetic life tempered your endurance, and a doctrine of and helping others tempered your tolerance and compassion. Your kindness and understanding you give freely, but your beliefs reserve your wrath and martial arts expertise for the cruel and wicked, especially those who harm the innocent or weak. You wander the world as a righter of wrongs, and an example that the spirit transcends and conquers the material.

BACKGROUND (ACOLYTE)

You spent your formative years in a monastery dedicated to the Triad—Torm, Tyr, and primarily for your order, Ilmater, god of endurance and martyrdom. As a priest, you can perform sacred rites, including counseling and aiding others.

Shelter of the Faithful. You and your companions can receive aid at any site dedicated to the Triad or its member deities, especially Ilmater. You must provide any material components for spells cast on your behalf. Those who share your religion support you at a modest lifestyle.

Faction. You are a member of the Order of the Gauntlet, seekers of justice who protect others from evildoers.

Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal. You always try to help those in need, no matter what the personal cost.

Bond. Everything you do is to protect the common folk.

Flaw. You place too much trust in those who profess to share your faith.

HALFLING TRAITS

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and use the new roll.

MONK FEATURES

Evasion. 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.

CHARACTER NAME

Small humanoid (stout halfling), Way of the Open Fist tradition, lawful good

Armor Class 17 (Unarmored Defense)

Hit Points 66 (Hit Dice 9d8)

Speed 40 ft. (Unarmored Movement)

STR	DEX	CON
8 (-1)	18 (+4)	15 (+2)
INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)

Proficiencies (+4 proficiency bonus)

Saving Throws Str +3, Dex +8; see Evasion, advantage on saves against being frightened and poisoned.

Skills Acrobatics +8, Athletics +3, Insight +7, Medicine +7

Tools herbalism kit

Weapons simple weapons, short swords; melee weapons of these types that lack the two-handed or heavy property are monk weapons for you.

Damage Resistances poison

Senses passive (Perception) 13

Languages Common, Draconic, Halfling

Ki Points 9

Ki (Recharges after You Finish a Short or Long Rest). You have 9 ki points, which you can spend on ki features (listed under this feature). You must spend at least 30 minutes of a rest meditating to regain them.

Deflect Missiles. When you are hit by a ranged weapon attack, you can use your reaction to reduce the damage you take from the attack by 1d10 + 13.

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 what you caught, as part of the same reaction. You make this attack with proficiency, and the missile counts as a monk weapon for the attack.

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.

ACTIONS

Attack. You can attack up to twice when you take this action, using the following attacks:

- **Unarmed Strike.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 1d6 + 4 bludgeoning damage.
- **Dart.** *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target.
Hit: 1d4 + 4 piercing damage.

Stillness of Mind Monk feature

Wholeness of Body. Monk feature

BONUS ACTIONS

Flurry of Blows. Monk ki feature

Martial Arts. Monk feature

Patient Defense. Monk ki feature

Step of the Wind. Monk ki feature

REACTIONS

Deflect Missiles. Monk ki feature

Slow Fall. Monk feature

OPTIONS

Halfling Nimbleness. Halfling trait

Ki-Empowered Strikes. Monk feature

Lucky. Halfling trait

Stunning Strike. Monk ki feature

Whenever you hit a creature with one of these attacks, you can impose one of the following three effects on that target:

- It must succeed on a DC 14 Dexterity saving throw or be knocked prone.
- It must succeed on a DC 14 Strength saving throw, or you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action. If you do so, your jump distance is doubled for the turn.

Stunning Strike. When you hit another creature with a melee weapon attack, you can spend 1 ki point. If you do so, the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of your next turn.

MONK FEATURES (CONT'D)

Ki-Empowered Strikes. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Martial Arts. 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.

Slow Fall. You can use your reaction to reduce falling damage you take by 45.

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

Unarmored Defense. While you wear no armor and wield no shield, your AC equals 10 + your Dex modifier + your Wis modifier.

Unarmored Movement. While you wear no armor and wield no shield, your speed increases above your normal (25 feet). You can move along vertical surfaces and across liquids on your turn without falling during the move.

Wholeness of Body (Recharges after You Finish a Long Rest). You can use your action to regain 27 hit points.

EQUIPMENT

Bag of holding, bedroll, darts (8 on person, 24 more in a case in the *bag*), crystal (glows in moonlight), grappling hook, healer's kit, herbalism kit, holy symbol (red cord wrapped around wrists and hands), mess kit, gray monk's vestments and common clothing, *potion of healing* (3), pouch, prayer beads, rations (10 days), silk rope (100 ft.), soap, tinderbox, torches (10), waterskin

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. It weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. The DM knows more about the bag.

HALFLING MONK 10



“Size of the body indicates nothing of the depth of the spirit.”

Ascetic life tempered your endurance, and a doctrine of and helping others tempered your tolerance and compassion. Your kindness and understanding you give freely, but your beliefs reserve your wrath and martial arts expertise for the cruel and wicked, especially those who harm the innocent or weak. You wander the world as a righter of wrongs, and an example that the spirit transcends and conquers the material.

BACKGROUND (ACOLYTE)

You spent your formative years in a monastery dedicated to the Triad—Torm, Tyr, and primarily for your order, Ilmater, god of endurance and martyrdom. As a priest, you can perform sacred rites, including counseling and aiding others.

Shelter of the Faithful. You and your companions can receive aid at any site dedicated to the Triad or its member deities, especially Ilmater. You must provide any material components for spells cast on your behalf. Those who share your religion support you at a modest lifestyle.

Faction. You are a member of the Order of the Gauntlet, seekers of justice who protect others from evildoers.

Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal. You always try to help those in need, no matter what the personal cost.

Bond. Everything you do is to protect the common folk.

Flaw. You place too much trust in those who profess to share your faith.

HALFLING TRAITS

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and use the new roll.

MONK FEATURES

Evasion. 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.

CHARACTER NAME

Small humanoid (stout halfling), Way of the Open Fist tradition, lawful good

Armor Class 17 (Unarmored Defense)
Hit Points 73 (Hit Dice 10d8)
Speed 45 ft. (Unarmored Movement)

STR	DEX	CON
8 (-1)	18 (+4)	15 (+2)
INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)

Proficiencies (+4 proficiency bonus)

Saving Throws Str +3, Dex +8; see Evasion, advantage on saves against being frightened and poisoned.

Skills Acrobatics +8, Athletics +3, Insight +7, Medicine +7

Tools herbalism kit

Weapons simple weapons, short swords; melee weapons of these types that lack the two-handed or heavy property are monk weapons for you.

Immunities poison, disease (Purity of Body)

Senses passive (Perception) 13

Languages Common, Draconic, Halfling

Ki Points 10

Ki (Recharges after You Finish a Short or Long Rest). You have 10 ki points, which you can spend on ki features (listed under this feature). You must spend at least 30 minutes of a rest meditating to regain them.

Deflect Missiles. When you are hit by a ranged weapon attack, you can use your reaction to reduce the damage you take from the attack by 1d10 + 14.

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 what you caught, as part of the same reaction. You make this attack with proficiency, and the missile counts as a monk weapon for the attack.

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.

ACTIONS

Attack. You can attack up to twice when you take this action, using the following attacks:

- **Unarmed Strike.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 1d6 + 4 bludgeoning damage.
- **Dart.** *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target.
Hit: 1d4 + 4 piercing damage.

Stillness of Mind Monk feature

Wholeness of Body. Monk feature

BONUS ACTIONS

Flurry of Blows. Monk ki feature

Martial Arts. Monk feature

Patient Defense. Monk ki feature

Step of the Wind. Monk ki feature

REACTIONS

Deflect Missiles. Monk ki feature

Slow Fall. Monk feature

OPTIONS

Halfling Nimbleness. Halfling trait

Ki-Empowered Strikes. Monk feature

Lucky. Halfling trait

Stunning Strike. Monk ki feature

Whenever you hit a creature with one of these attacks, you can impose one of the following three effects on that target:

- It must succeed on a DC 14 Dexterity saving throw or be knocked prone.
- It must succeed on a DC 14 Strength saving throw, or you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action. If you do so, your jump distance is doubled for the turn.

Stunning Strike. When you hit another creature with a melee weapon attack, you can spend 1 ki point. If you do so, the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of your next turn.

MONK FEATURES (CONT'D)

Ki-Empowered Strikes. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Martial Arts. 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.

Purity of Body. Due to your mastery of ki, you are immune to disease and poison.

Slow Fall. You can use your reaction to reduce falling damage you take by 50.

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

Unarmored Defense. While you wear no armor and wield no shield, your AC equals 10 + your Dex modifier + your Wis modifier.

Unarmored Movement. While you wear no armor and wield no shield, your speed increases above your normal (25 feet). You can move along vertical surfaces and across liquids on your turn without falling during the move.

Wholeness of Body (Recharges after You Finish a Long Rest). You can use your action to regain 30 hit points.

EQUIPMENT

Bag of holding, bedroll, darts (8 on person, 24 more in a case in the *bag*), crystal (glows in moonlight), grappling hook, healer's kit, herbalism kit, holy symbol (red cord wrapped around wrists and hands), mess kit, gray monk's vestments and common clothing, *potion of healing* (3), pouch, prayer beads, rations (10 days), silk rope (100 ft.), soap, tinderbox, torches (10), waterskin

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. It weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. The DM knows more about the bag.