

# 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.

## 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

**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, 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** 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

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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