Korenyov Ivanovich











Hit Points Max Current 24





Hit Dice Used

Max







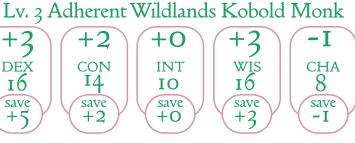


DEX 16 save









Skills

O+5 Acrobatics (Dex)

+5 Animal Handling (Wis)

O+o Arcana (Int)

O -1 Athletics (Str)

O -1 Deception (Cha)

O+o History (Int)

O +3 Insight (Wis)

O -1 Intimidation (Cha)

+2 Investigation (Int)

O +3 Medicine (Wis)

O+o Nature (Int)

O+3 Perception (Wis)

O -1 Performance (Cha)

O - I Persuasion (Cha)

+2 Religion (Int)

O +3 Sleight of Hand (Dex)

+5 Stealth (Dex)

O +2 Survival (Wis)

We	eapon	To Hit	Damage	Range
Unarme	d Strike	+5	1d4+3	melee
Dart		+5	1d4+3	20/60

Inventory

Explorers's Pack Prayer Beads Incense Vestments

Wealth

5 GP

Class Features

Martial Arts:

- As a reaction to being hit by a ranged weapon attack, you can reduce the damage from the attack by 1d10+6. If you reduce the damage to 0, you can catch and make a ranged attack with the missile as part of the same reaction. You make this attack with proficiency, with a normal range of 20 feet and a long range of 60

-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.

Flurry of Blows:

Immediately after you use an action on your turn, you can spend 1 technique point to make two unarmed strikes or make one attack with a monk weapon as a bonus action.

Patient Defense:

You can spend τ technique point to take the Dodge action as a bonus action on your turn.

Step of the Wind

You can spend 1 technique point to take the Disengage or Dash action as a bonus action on your turn. When you do so, your jump distance is doubled until the start of your next turn.

Focus Intent

When you or a creature within 5 feet of you makes an ability check or attack roll, you can use your reaction to roll your martial arts die. The target gains a bonus or a penalty (your choice) to its roll equal to the number you rolled.

Talents & Traits

Mental Fortitude:

- Once per short rest, when you fail an INT, WIS, or CHA save, you can choose to reroll the save and take the new result.- When you start your turn charmed, frightened, paralyzed, or stunned, you gain 1 Luck.

Darkvision:

You have darkvision to a range of 60 feet.

When a Large or larger creature you can see within 5 feet of you attacks you, you can use your reaction to attack that creature immediately after its attack.

Class Features (cont.)

Open Hand Technique:

When you hit a creature with one of the attacks granted by your Flurry of Blows technique, you can impose one of the following effects on that target:- It can't take reactions until the end of your next turn.• It must succeed on a DEX save or be knocked prone. • It must succeed on a STR save or be pushed up to 15 feet away from you.