

# Korenyov Ivanovich

He/Him

Lv. 3 Adherent Wildlands Kobold Monk

+3  
INIT.

40 ft  
SPEED.

+2  
Proficiency  
Bonus

ARMOR CLASS

16

Exhaustion

Hit Points

Max  
24

Current

Temp

Hit Dice

Type  
d8

Used

Max  
3

Luck

success

Death Saves

failure

Technique  
Points

-1  
STR  
9  
save  
+1

+3  
DEX  
16  
save  
+5

+2  
CON  
14  
save  
+2

+0  
INT  
10  
save  
+0

+3  
WIS  
16  
save  
+3

-1  
CHA  
8  
save  
-1



Skills

- +5 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- +0 Arcana (Int)
- -1 Athletics (Str)
- -1 Deception (Cha)
- +0 History (Int)
- +3 Insight (Wis)
- -1 Intimidation (Cha)
- +2 Investigation (Int)
- +3 Medicine (Wis)
- +0 Nature (Int)
- +3 Perception (Wis)
- -1 Performance (Cha)
- -1 Persuasion (Cha)
- +2 Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +3 Survival (Wis)

Weapon To Hit Damage Range

Unarmed 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 feet.

- 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 1 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.

## Fierce:

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.