

Mon/Way/2,Cle/Tem/4 Hermit CLASS & LEVEL BACKGROUND PLAYER NAME Human Lawful Neutral RACE ALIGNMENT **EXPERIENCE POINTS** 



WISDOM

+2

CHARISMA

+2 Intimidation (Cha)

+1 Investigation (Int)

+5 Medicine (Wis)

O +2 Performance (Cha)

O +2 Persuasion (Cha)

+4 Religion (Int)

O +2 Stealth (Dex)

O +2 Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

Languages. Celestial, Common

WeaponSimple, Shortsword

Armor.Light

Tools. Herbalism kit

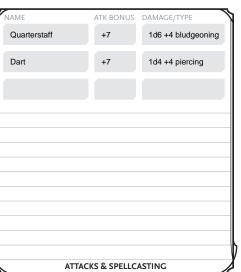
O +2 Sleight of Hand (Dex)

SKILLS

+1 Nature (Int) +2 Perception (Wis)



HIT DICE



Doing things is a hassle, but I get serious when I have to. I face problems head-on. A simple, direct solution is the best path to success.

PERSONALITY TRAITS

Yukkuri shitte ne~ I want an easy life for no effort on my part. (Neutral)

IDEALS

The ancient traditions MUST be preserved and upheld. (Lawful)

BONDS

I am inflexible in my thinking. I'm also too greedy for my own good and am easily swindled by the promise of easy money.

FLAWS

Inspiring Leader. Increase CHA by 1; give 6 friendly creatures within 30 ft. temp HPs equal to you CHA mod +

Ki. 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.

Unarmored MovementStarting 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

Wrath of the Storm. See the Players Handbook for details.

Channel Divinity: Destructive Wrath. See the Players Handbook for details

**FEATURES & TRAITS** 

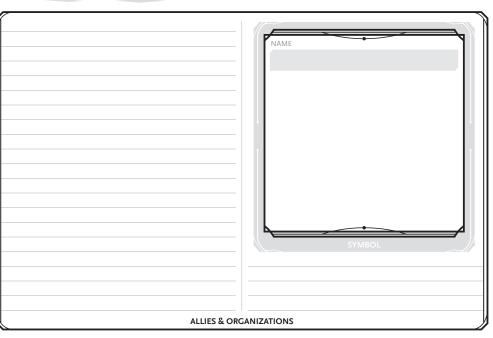
**OTHER PROFICIENCIES & LANGUAGES** 

**EOUIPMENT** 



26 years	5'1"	100 lbs.	\
AGE	HEIGHT	WEIGHT	
EYES	SKIN	HAIR	





The shrine maiden who was bad enough to rescue the moon. Lives a quiet, dutiful life as the only attendant of the Hakurei shrine. Occasionally has to venture out to beat up some people causing a local ruckus.

Channel Divinity: Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

ADDITIONAL FEATURES & TRAITS

TREASURE

