

Character Name: **Player Name:**

Class: Monk (Kensei) **Level:** 4th **Sex:** Male

Race: Human **Alignment:** Lawful good **Age:** 36

Background: Hermit **Size:** Medium **Height:** 5' 9"

Place of Origin: Kozakura (far to the East of the Flanaess) **Weight:** 152 lbs.

General Appearance: Tanned skin; tattoo of a coiled dragon on his chest; small kanji **Hair:** Bald

tattoo of North on scalp; West and East on inner wrists; and South on bottom of left foot **Eyes:** Dark brown

48		4d8	
Max Hit Points	Current Hit Points	Temporary Hit Points	Hit Dice
		Hit Dice Used:	Successes Failures
			Death Saves

STR	16	+3	Inspiration:	1
DEX	18	+4	Proficiency Bonus:	+2
CON	16	+3	Saving Throws:	
INT	12	+1	<input checked="" type="checkbox"/> +5 Strength	<input type="checkbox"/> +2 Intelligence
WIS	18	+4	<input checked="" type="checkbox"/> +6 Dexterity	<input type="checkbox"/> +4 Wisdom
CHA	11	+0	<input type="checkbox"/> +3 Constitution	<input type="checkbox"/> +0 Charisma

Armour Class:	18 / 20*
Initiative:	+4
Speed:	40 feet
Experience Points:	2850
* Agile Parry	

Languages: Kurango (native language), Baklunish, Auran, and Common

Skills:

<input checked="" type="checkbox"/> +6 Acrobatics (Dex)	<input checked="" type="checkbox"/> +5 Medicine (Wis)
<input type="checkbox"/> +4 Animal Handling (Wis)	<input type="checkbox"/> +1 Nature (Int)
<input type="checkbox"/> +1 Arcana (Int)	<input type="checkbox"/> +4 Perception (Wis)
<input type="checkbox"/> +3 Athletics (Str)	<input type="checkbox"/> +0 Performance (Cha)
<input type="checkbox"/> +0 Deception (Cha)	<input type="checkbox"/> +0 Persuasion (Cha)
<input type="checkbox"/> +1 History (Int)	<input checked="" type="checkbox"/> +3 Religion (Int)
<input type="checkbox"/> +4 Insight (Wis)	<input type="checkbox"/> +4 Sleight of Hand (Dex)
<input type="checkbox"/> +0 Intimidation (Cha)	<input checked="" type="checkbox"/> +6 Stealth (Dex)
<input type="checkbox"/> +0 Investigation (Cha)	<input type="checkbox"/> +4 Survival (Wis)

Passive Wisdom (Perception):

14

Wealth:

	CP	Other:
32	SP	
9	EP	
183	GP	
3	PP	
3 bloodstones (50 gp each)		

ATTACKS

Name	ATK Bonus	Damage/Type	Properties
Unarmed Strikes	+6	1d4 + 4 bludgeoning	monk weapon
Katana (longsword)	+6	1d8 + 4 slashing	Versatile (1d10), kensei weapon
Wakizashi (shortsword)	+6	1d6 + 4 piercing	Finesse, light, monk weapon
Daikyu (longbow)	+6	1d8 + 4 piercing	Ammunition (150/600), heavy, 2-handed, kensei

PROFICIENCIES

Proficiencies. Simple weapons, shortswords, kensei weapons (longswords and longbow)

Tool Proficiencies. Herbalism kit, calligrapher's tools

EQUIPMENT	WT.	EQUIPMENT	WT.
Common clothes (black kimono robes, obi, tabi socks, and straw kasa/hat)	3	Backpack (20 / 30 lbs.)	5
Katana (longsword)	3	10 Days of rations	20
Wakizashi (shortsword)	2	Bedroll	7
Daikyu (longbow)	2	Winter blanket (inside bedroll)	3
Quiver	1	Pouch (2 / 6 lbs.)	1
20 Arrows	1	Mess kit	1
		Tinderbox	1
		Sack (15 / 30 lbs.)	.5
		Waterskin (full)	5
		10 Torches	10
		Bone scroll case	1
		Kensei teachings on parchment	-
			54.5
	12	Total Weight Carried:	66.5

Unencumbered: Str x 5 = 80

Heavily Encumbered: Str x 15 = 240

Encumbered: Str x 10 = 160

Speed: -10 ft. Encumbered, -20 ft. Heavily Encumbered

FEATURES & TRAITS

Discovery. The quiet seclusion of his extended hermitage gave him access to a unique and powerful discovery. He knows the true name of a spirit.

Unarmored Defense. While he is wearing no armor and not wielding a shield, his AC equals 10 + Dexterity modifier + his Wisdom modifier.

Martial Arts. He gains the following benefits while he is unarmed or wielding only monk weapons and he isn't wearing armour or wielding a shield:

- He can use Dexterity instead of Strength for the attacks and damage rolls of his unarmed strikes and monk weapons.
- He can roll a 1d4 in place of the normal damage of his unarmed strike or with monk weapon.
- When he uses the Attack action with an unarmed strike or a monk weapon, he can make one unarmed strike as a bonus action. For example, if he takes the Attack action and attack with a quarterstaff, he can also make an unarmed strike as a bonus action, assuming he hasn't already taken a bonus action this turn.

Monk weapons are shortswords and simple melee weapons that don't have the heavy or two-handed property.

Ki. His access to the mystic energy Ki is represented by a number of ki points. His monk level determines the number of points he has: **4 Points**

He can spend these points to fuel various ki features. He knows three such features: Flurry of Blows, Patient Defense, and Step of the Wind. When he spends a ki point, it is unavailable until he finishes a short or long rest, at the end of which he draws all of his expended ki back into himself. He must spend at least 30 minutes of the rest meditating to regain his ki points.

Some of his ki features require his target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows: Ki save DC = 8 + his proficiency bonus + his Wisdom modifier: **DC 14**

- **Flurry of Blows.** Immediately after he takes the Attack action on his turn, he can spend 1 ki point to make two unarmed strikes as a bonus action.
- **Patient Defense.** He can spend 1 ki point to take the Dodge action as a bonus action on your turn.
- **Step of the Wind.** He can spend 1 ki point to take the Disengage or Dash action as a bonus action on his turn, and his jump distance is doubled for the turn.

Unarmored Movement. +10 feet speed.

Deflect Missiles. He can use his reaction to deflect or catch the missile when he is hit by a ranged weapon attack. When he does so, the damage he takes from the attack is reduced by 1d10 + his Dexterity modifier + his monk level: **1d10 + 8**

FEATURES & TRAITS

If he reduces the damage to 0, he can catch the missile if it is small enough for him to hold in one hand and he has at least one hand free. If he catches a missile in this way, he can spend 1 ki point to make a ranged attack (20/60 feet) with the weapon or piece of ammunition he just caught, as part of the same reaction. He make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

Sentinel. He has mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When he hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures provoke opportunity attacks from him even if they take the Disengage action before leaving his reach.
- When a creature within 5 feet of him makes an attack against a target other than him (and that target doesn't have this feat), he can use his reaction to make a melee weapon attack against the attacking creature.

Way of the Kensei. Monastic Tradition (Path of the Kensei).

- **Kensei Weapons.** Longsword and the longbow.
- **Agile Parry.** If he makes an unarmed strike as part of the Attack action on his turn and is holding a kensei weapon, he can use it to defend himself if it is a melee weapon. He gains a +2 bonus to AC until the start of his next turn, while the weapon is in his hand and he isn't incapacitated.
- **Kensei's Shot.** He can use a bonus action on his turn to make any target he hits with a ranged attack using a kensei weapon take an extra 1d4 damage of the weapon's type. He retains this benefit until the end of the current turn.
- **Way of the Brush.** He gains proficiency with his choice of calligrapher's supplies or painter's supplies.

PERSONALITY TRAITS	IDEALS
<p>He connects everything that happens to him to a grand, cosmic plan. The gods use us all as play-things.</p>	<p>He is in the search for self-knowledge. To discover oneself requires exploration of others.</p>
BONDS	FLAWS
<p>He entered seclusion to save a friend from dishonour.</p>	<p>He is not so secretly convinced of the superiority of his own culture over that of this foreign land.</p>

BACKGROUND NOTES
<ul style="list-style-type: none"> ● His real name is Miyazawa Shigen. <i>Yang-ji</i> is the name of an ancient Shou Lung philosopher and his current pseudonym. He worships the <i>Eight Million Gods</i> of his ancestors (especially <i>Daikoku</i>, God of wealth and luck). ● He is a humble student of the <i>Way of the Righteous Blade</i> (Kensei training academy). Always quotes his sensei, Komori. Such quotes include: <ul style="list-style-type: none"> “When an opportunity comes do not let it pass by, yet always think twice before acting.” “Do not regret the past. Look to the future.” “Have the fearless attitude of a hero and the loving heart of a child.” “I am going wherever my feet go.” ● He was exiled from his homeland for a crime he did not commit. He took the punishment to save a friend from dishonour. As a result, he must wander the lands of the gaijin (foreigner) until twenty years have passed. That was eleven years ago.