



Bondus Redshell

HOUSE MIGHT - MONK

Anything you can't learn from fishing, you can learn from a good fight or great food. Well, at least the things worth learning.

Bondus always felt an affinity with the fish. Maybe it was because they seemed to have a sense of purpose, swimming tirelessly upstream, or that their armoured scales never slowed them down.

Not that that affinity ever dissuaded her from how good those fish tasted once cooked over an open fire.

Bondus was usually quiet, never really coming out of her metaphorical shell. But, while at the Academy, she's begun to recognise she has more in common with her classmates than she would like to admit.

Step by step, she's coming out of her shell and building bridges to new friendships. As she's improved socially, her grades have followed.



Action Reference Guide

IN ONE ROUND YOU MAY TAKE

ONE MOVE ACTION



Move up to your speed on your turn. Movement can be interrupted to perform any other **action** then finished afterwards.

ONE ACTION



Attack with a weapon or cast a spell.



Two-Weapon Fighting allows two attacks using a pair of light weapons, using your **Bonus Action**.



Grapple a foe with a free hand. Using your **Athletics** vs their **Athletics** or **Acrobatics**.



Dash allows you to move up to your speed, in addition to your **move action**.



Disengage from your melee with a foe. Your movement no longer provokes attacks for this turn.



Dodge to focus on defense. Attacks made against you have disadvantage.



Help gives an ally advantage to an ability check or attack.



Hide gives you an advantage to attacking visible foes and them disadvantage to hit you.



Ready an Action performs a single action later in a round, using your **Reaction**, once a trigger occurs.



Search devotes your turn to finding something. This may require a **Perception** or **Investigation** check.



Shove lets you push a foe back 5 feet or knock them prone using **Athletics** vs their **Athletics** or **Acrobatics**.



Use an object lets you activate or interact with an item that takes an entire action to function.

ONE REACTION (IF TRIGGERED)



You can use a reaction once at any point during the round until it is your turn again.

- perform a single attack of opportunity.
- Using a **Readied Action** that has been triggered.
- Some spells can only be used as a **Reaction**.

ONE INTERACTION



A short amount of speaking and a simple action (e.g. drawing a weapon).

ONE BONUS ACTION (WHEN GRANTED)



Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



Name **Bondus Redshell** Class **Monk** Level _____

Turtle

HERITAGE

BEST FRIEND

RIVAL

Find a fight worth winning.

Find a fish bigger than Bondus.

SHORT TERM GOAL

LONG TERM GOAL

ARMOUR CLASS **INITIATIVE** **SPEED** **CURRENT HP** **HIT DIE (D8)** **DEATH SAVES**

STRENGTH **DEXTERITY** **CONSTITUTION** **INTELLIGENCE** **WISDOM** **CHARISMA**

Prayer Beads. You can spend an ACT to automatically stabilise a creature at 0 HP within 5ft of you.

ANCESTRAL ITEM

+3 Strength Intelligence
 +6 Dexterity Wisdom
 Constitution Charisma

SAVING THROWS

LANGUAGES

Common, Primordial and 2 additional languages.

ATTACKS

Martial Arts

Quarterstaff Attack. 5ft Reach. +6 to hit. On hit 1d6 BLUDG DMG. (Versatile 1d8 BLUDG DMG).

Unarmed Strike. 5ft Reach. +6 to hit. On hit 1d4+4 BLUDG DMG.

EQUIPMENT

CP SP GP

House Badge
Ancestral Prayer Beads
Quarterstaff
Dungeoneer's Pack
10 Darts

FEATURES & TRAITS

Academy Student. When you are reduced to 0 HP they can immediately spend any number of hit dice as if during a Short Rest. The student cannot use this feature again until they have gained a level.

House Badge. **Might.** Once per Short Rest reroll a single d20 when making a STR, DEX or CON ability check, ATTK roll or saving throw. You must use the new result.

Shell. As an ACT you can retreat into the shell granting you total cover, reducing your speed to 0 and you cannot see out of it. You can come back out of the shell as a BA.

Bite. Unarmed ATTK +3, 1d6 +1 PIERC DMG. Can only target a Grappled creature.

Patience. +2 to HP regained from each hit dice.

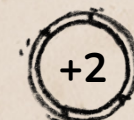
Martial Arts: You can use your DEX for ATTK and DMG rolls with unarmed and Monk weapon (any simple weapon without two handed or heavy) ATTKs. When you make an ATTK with unarmed strike or Quarterstaff make an unarmed ATTK as a BA.

Unarmored Defence.

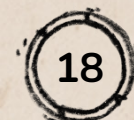


Skills (Proficient)

+6 (DEX) Acrobatics
 +2 (STR) Athletics
 +5 (WIS) Perception
 +6 (DEX) Stealth



PROFICIENCY BONUS



PASSIVE PERCEPTION



INSPIRATION

Character Levelling

LEVEL II

1ST

HP: Increase by 7 (to a total of 17) gain 1 additional hit dice (total of 2d8).

Features and Abilities:

Ki. Spend Ki Points (KP) to use the following features:

- Flurry of Blows.** 1KP Make two unarmed strikes as a BA.
- Patient Defense.** 1KP Take Dodge action as a BA on your turn.
- Step of the Wind.** 1KP Take Disengage or Dash as a BA and jump distance doubled on your turn.

Unarmoured Movement. +10ft speed when not wearing armour or wielding a shield.

LEVEL III

1ST

HP: Increase by 7 (to a total of 24) gain 1 additional hit dice (total of 3d8).

Features and Abilities:

Monastic Tradition. Pick one or use:

Way of the Open Hand. When you hit a creature with **Flurry of Blows**, you can either: Knock Prone (DEX SAVE) Push Away (15ft, STR SAVE) or make the creature unable to take REA until end of your next turn.

Ki. Gain 1KP (Total of 3)

Deflect Missiles. REA. When hit by ranged ATTK, reduce DMG by 1d10+7. If DMG reduced to 0, you catch projectile. If caught, as part of this REA, you can spend 1KP to make a ranged ATTK (20/60ft) +6 to hit. On hit, projectile damage +4.

Ancestral Item: Prayer Beads. Once per turn you can deal an additional 1d6 radiant damage to a creature you have hit with an unarmed strike.