



# OZIRA TAU

Monk 18 (Way of the Open Hand)

275,600

Convention Player

CLASS & LEVEL

EXPERIENCE POINTS

PLAYER NAME

Tiefling

Urchin

Crimson Conspiracy Ch1

RACE/ANCESTRY/HERITAGE

BACKGROUND

CAMPAIGN or PLAYER ID

STR  
**+0**  
10

**+6** PROFICIENCY BONUS

ARMOR CLASS (AC)

INITIATIVE

SPEED

**21**

**+6**

**60 ft.**

## FEATURES, TRAITS & MORE

**Alignment: Lawful Good.** I do what's right as expected by society to promote order and compassion for all.

### Urchin Background [PHB p. 129]

- **Feature:** City Secrets.
- **Tech:** Medieval / Steel Age.
- **Traits:** Quiet Wise and Soft spoken
- **Ideal:** Ain't stealing if not caught.
- **Bond:** Gives money to orphans.
- **Flaw:** Over Confident

### Ki Energy [PHB p. 78]

- 18 ki points betw. short or long rests

### Class Features [PHB p. 76]

- Unarmored Defense (AC)
- Martial Arts (1d10, bonus attack)
- Flurry of Blows (1 ki for two unarmed attacks as bonus action)
- Patient Defense (1 ki for Dodge as bonus action)
- Step of the Wind (1 ki for Disengage or Dash as bonus action, jump distance doubled)
- Unarmored Movement (higher speed)
- Deflect Missiles (reduce by 1d10+24)
- Open Hand Technique (Flurry of Blows may Dex. save or prone, Str. save or pushed back 15 feet, or spoil reactions)
- Slow Fall (-90 damage)
- Extra Attack (2/attack)
- Stunning Strike (1 ki point, Constitution save or stunned)
- Ki-Empowered Strikes (unarmed counts as magical)
- Wholeness of Body (regain 54 h.p. once betw. long rests)
- Evasion (area effect half or no damage)
- Stillness of Mind (end charmed or frightened)
- Purity of Body (immune disease, poison)
- Tranquility (as *Sanctuary* spell)
- Tongue of the Sun and Moon (all languages at touch)
- Diamond Soul (1 ki to reroll save)
- Timeless Body (no age effects)
- Quivering Palm (3 ki to set up target hit by unarmed strike, Constitution save for 10d10 necrotic damage, fail drop to 0 h.p.)
- Empty Body (4 ki for invisibility and resistance all damage except force; 8 ki to use *astral projection*)

## SAVING THROWS

- +6 Strength Saves \*
  - +12 Dexterity Saves \*
  - +9 Constitution Saves \*
  - +8 Intelligence Saves \*
  - +9 Wisdom Saves \*
  - +8 Charisma Saves \*
- \* Prof. bonus added

## SKILLS

- +12 Acrobatics (*Dex*) \*
- +3 Animal Handling (*Wis*)
- +2 Arcana (*Int*)
- +6 Athletics (*Str*) \*
- +2 Deception (*Cha*)
- +2 History (*Int*)
- +3 Insight (*Wis*)
- +2 Intimidation (*Cha*)
- +2 Investigation (*Int*)
- +3 Medicine (*Wis*)
- +2 Nature (*Int*)
- +3 Perception (*Wis*)
- +2 Performance (*Cha*)
- +2 Persuasion (*Cha*)
- +2 Religion (*Int*)
- +12 Sleight of Hand (*Dex*) \*
- +12 Stealth (*Dex*) \*
- +3 Survival (*Wis*)

**13** PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

**Armor:** none

**Weapons:** simple weapons, shortsword

**Tools:** calligrapher's supplies, disguise kit, thieves' tools

**Saving Throws:** Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma

**Skills:** Acrobatics, Athletics, Sleight of Hand, Stealth

**Languages:** Common, Infernal

## ENCUMBRANCE

**Lifting & Carrying:** 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.

**Armor Worn:** none (Unarmored Defense)

HIT POINTS

HIT DICE

**183**

**18d8**

**DEATH SAVES:** Success O O O Fail O O O

## WEAPON & UNARMED ATTACKS

**Extra Attack.** When making an Attack action, you may make two attacks rather than one.

**Martial Arts. Melee Weapon Attack:** +12 to hit, reach 5 ft. *Hit:* 1d10+6 bludgeoning damage. Strike counts as magical to overcome target's resistance to nonmagical attacks and damage. Can also make unarmed strike as bonus action.

**16x Dart +3. Ranged Weapon Attack:** +15 to hit. *Hit:* 1d4+9 piercing damage. (Normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

## MAGIC, FEATS & SPECIAL ATTACKS

**Feats - see next page**

**Martial Arts During A Turn:** Counting actions and bonus actions, make three unarmed attacks or one weapon attack plus two unarmed attack in turn. Or, for 1 ki point, make four unarmed attacks in a turn. (Opportunity attack is a separate reaction, do once per round.)

## EQUIPMENT & TREASURE

### Magic Items [DMG p. 135]

- *Bracers of Defense* +2 AC
  - *eyes of the eagle* (a)
  - *ring of water walking*
  - *2x potion of superior healing* (8d4+8 hp)
  - *potion of healing* (2d4+2 hp)
- (a) Item attuned to character.

**Coins & Gems:** 30,003 gold pieces (gp); 65 silver pieces (sp); 20 copper pieces (cp); 4 gems (worth 1,000 gp each)

## FEATURES, TRAITS (cont.)

### Tiefling Traits [PHB p. 42]

- Creature Type: Humanoid
- Age: 54 years old
- Medium Size (5' 4", 159 lbs.)
- Darkvision (60 feet)
- Hellish Resistance (vs. fire)
- Infernal Legacy (Charisma-based; *Thaumaturgy* cantrip; *Hellish Rebuke* [as 2nd level] and *Darkness* spells each once betw. long rests)

## PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

## FEATS

**Tough** [PHB p. 170]: Bonus hp 2 x level.

**Lucky Feat** [PHB p. 167]: Reroll one of your attacks, ability checks or saves, or an attack on you, three different times betw. long rests.

**Savage Attacker Feat** [PHB p. 169]: Reroll melee weapon damage dice once per turn.

## ACTIONS (1 per turn)

- **Attack**: Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell**: If casting time 1 action.
- **Dash**: Double Speed this turn.
- **Disengage**: Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge**: Give attackers disadvantage.
- **Escape**: Try to break free from grapple.
- **Grapple**: Special melee attack.
- **Help**: Give an ally advantage on one ability check or attack roll.
- **Hide**: Stealth allowed only if unobserved.
- **Ready**: Plan to take action as reaction when trigger occurs.
- **Search**: Perception or Investigation check.
- **Shove**: Special melee attack.
- **Stabilize**: DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object**: Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion**: Drink or administer.
- **Use Shield**: Equip or drop a shield.

## BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack**: If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell**: If casting time 1 bonus action.

## MORE EQUIPMENT

**Carried Gear** [PHB, p. 143]: ten (16) darts +3, belt pouch, set of common clothes, a small knife, map of home city, pet mouse, token from parents. (This load is about 5.5 lbs.; add 1 lb. per 50 coins carried.)

## MOVEMENTS (limited by Speed)

- **Move**: Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling**: "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone**: No cost to Speed.
- **Stand Up**: From Prone position/condition, costs half Speed that turn.
- **Take Cover**: At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

## REACTIONS (1 between turns)

- **Cast Spell**: If casting time 1 reaction.
- **Opportunity Attack**: May make one attack if enemy moves out of reach.
- **Readied Action**: After trigger occurs, else action wasted.

## FREE ACTIONS

- **Concentration (Maintain A Spell)**: Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object**: Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.