

HUMAN MONK

1st-Level Medium Human Monk

Armor Class 15

Hit Points 10 (1d8 Hit Die)

Proficiency Bonus +1

Speed 30 ft.

Alignment lawful neutral

Languages Common, Giant, Goblin, Orcish

ABILITY SCORES

Strength	13	(+1)
Dexterity	17	(+3); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	15	(+2); add proficiency bonus to saves
Charisma	9	(-1)

ATTACKS

Melee Attack (Two-Weapon Fighting): Unarmed strike (+4 to hit; 1d6 + 3 bludgeoning) and unarmed strike (+4 to hit; 1d6 bludgeoning)

Ranged Attack: Light crossbow (range 80 ft./320 ft.; +4 to hit; 1d8 + 3 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Athletics, Perception, Search, Stealth

EQUIPMENT

Light crossbow, crossbow bolts (20), *potion of healing*, healer's kit, backpack, bedroll, belt pouch, clothes, collection of "Wanted" broadsheets, lock of hair from previous bounty, silk rope (50 ft.), two sets of manacles, 35 gp, and 5 sp.

Background: Bounty Hunter

You track down and capture fugitives for the bounty placed on their heads.

Bounty Board. When you are in an area of civilization, you can find information about fugitives and the bounties placed on their heads, and you can secure the legal authority to hunt down and capture or kill those fugitives. Sometimes the authorities will come to you, as an established bounty hunter, with specific requests. Your reputation and knowledge make it easy for you to establish useful contacts in the town watch or guard.

When you attempt to locate a fugitive, if you fail to locate that quarry yourself, you often know where to go and from whom to obtain information on that quarry's whereabouts. Usually this comes in the form of contacts you have cultivated on past hunts. Your DM might rule that this information is unavailable—some creatures have ways of hiding themselves that are very difficult to uncover.

Proficiency. You have proficiency with mounts (land), so you add your proficiency bonus to ability checks you make using them.

Class Features

Unarmed Strike. As a result of your training with martial arts, your unarmed strike is considered to be a finesse weapon that deals 1d6 bludgeoning damage on a hit. Your unarmed strikes are considered to be magical for overcoming resistance and immunities.

Ki (2 points). Your training allows you to channel energy, called ki, to create supernatural effects, including dazzlingly fast attacks and blinding speed. Your access to this magical energy is represented by a number of ki points. When you spend a ki point, it becomes unavailable until you complete a short rest or a long rest.

Flurry of Blows. When you attack with your unarmed strike on your turn, you can spend 1 ki point to make an additional unarmed attack as a part of the same action. You can decide to spend this point after seeing the result of the previous attack.

Proficiencies. Add your proficiency bonus to attack rolls you make using clubs, daggers, handaxes, light crossbows, longspears, quarterstaffs, short swords, slings, spears, and unarmed strikes (included in "Attacks"). You also add your proficiency bonus to ability checks made to use your skills (noted in "Skills"), as well as to your Dexterity and Wisdom saving throws (noted in "Ability Scores"). You have no proficiency with armor or shields.