



**Warrior of Mercy
Monk**

CHARACTER NAME

Acolyte

BACKGROUND

Goliath (Cloud Giant)

SPECIES

Monk

CLASS

Warrior of Mercy

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

16

SHIELD

HIT POINTS

CURRENT

TEMP

27

MAX

HIT DICE

SPENT

3x d8

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

0

10

MODIFIER

SCORE

INITIATIVE

+3

SPEED

45

SIZE

M

PASSIVE PERCEPTION

15

STRENGTH

+1

12

MODIFIER

SCORE

☒ 3 Saving Throw

☒ 3 Athletics

☐ Saving Throw

☐ 0 Arcana

☐ 0 History

☐ 0 Investigation

☐ 0 Nature

☒ 2 Religion

DEXTERITY

+3

16

MODIFIER

SCORE

☒ 5 Saving Throw

☒ 5 Acrobatics

☐ 3 Sleight of Hand

☐ 3 Stealth

WISDOM

+3

16

MODIFIER

SCORE

☐ 3 Saving Throw

☐ 3 Animal Handling

☒ 5 Insight

☒ 5 Medicine

☒ 5 Perception

☐ 3 Survival

CONSTITUTION

+1

12

MODIFIER

SCORE

☐ 1 Saving Throw

CHARISMA

0

10

MODIFIER

SCORE

☐ 0 Saving Throw

☐ 0 Deception

☐ 0 Intimidation

☐ 0 Performance

☐ 0 Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☒ Light ☒ Medium ☒ Heavy ☒ Shields

WEAPONS

TOOLS

Herbalism Kit

Calligrapher's Supplies

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Unarmed Strike	+5	1d6+3	On hit: Damage, Grapple, or Shove
Grapple	DC 13		Str or Dex save/check to avoid/escape
			Disadv attacks against other than grappler, grappler can move them, zero self movement
Shove	DC 13		Str or Dex save to avoid
			on fail: pushed 5ft and prone
Focus Points (x3)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

CLASS FEATURES

Hand of Healing: Action, 1 Focus Point to touch creature and heal 1d6+3 Hit Points.

Hand of Harm: Once per turn, use 1 Focus Point when you hit with Unarmed Strike to deal 1d6+3 Hit Points extra damage.

Bonus Action Unarmed Strike.

Flurry of Blows: 1 Focus Point to make two Unarmed Strikes as a Bonus Action.

Deflect Attacks: Reaction to reduce dmg by 1d10+6. If 0 dmg, 1 Focus Point to redirect attack.

Uncanny Metabolism: Once per long rest, regain all Focus Points and 1d6+3 HP.

Monk's Focus: Regain all Focus Points on Short or Long Rest.

Patient Defense: 1 FP, Bonus Action, Disengage & Dodge, or Disengage & Dash 2x jump dist.

SPECIES TRAITS

Giant Ancestry: 2x per long rest, Cloud's Jaunt, as a Bonus Action, you magically teleport up to 30 feet.

Powerful Build: Advantage on any ability check you make to end the Grappled condition




FEATS

Tough: 2x extra HP per level.

APPEARANCE

LANGUAGES

Common, Giant

EQUIPMENT	
Artisan's Tools	
Calligrapher's Supplies	
Book of Prayers	
Holy Symbol	
Parchment Sheets	
Robe	
Bedroll	
Oil Flask	
Rope (30ft)	
Tinderbox	
Torches (5x)	
Magic Item Attunement	
	
	
	

COINS				
CP	SP	EP	GP	PP
			10	