Malcarsius

Neutral good, v.Human, Mercy Monk/4

Armor Class 17 (un-armoured defense)
Hit Points 35/35
HD 4/4 d8
Speed 40 ft.

STR 12 (+1) **DEX** 16 (+3) **CON** 12 (+1) **INT** 12 (+1) **WIS** 18 (+4) **CHA** 10 (+0)

Saving Throws STR, DEX
Feats: alert, tough, asi (dex/int)
Skills athletics, acrobatics, stealth
Other Proficiencies herbalism, mandolin, navigation tools, water vehicles
Resistances x
Immunities x
Senses passive Perception #
Background sailor
Languages common, elvish
XP see website **Proficiency Bonus** +2

Age: 30
Physical description: Fishermen riddled with guilt
Personality traits:
Ideal: Everyone deserves a second chance
Bonds: I will redeem myself for sacrificing my wife to sea hags
Flaws:

Racial Features/Traits

- +2 wisdom
- +1 dex
- Prof in nature
- Took tough feat

Monk Features/Traits

Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon on the Weapons page.

Ki

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

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

Unarmored Movement

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Dedicated Weapon (Optional)

Also at 2nd level, you train yourself to use a variety of weapons as monk weapons, not just simple melee weapons and shortswords. Whenever you finish a short or long rest, you can touch one weapon, focus your ki on it, and then count that weapon as a monk weapon until you use this feature again.

The chosen weapon must meet these criteria:

- The weapon must be a simple or martial weapon.
- You must be proficient with it.
- It must lack the heavy and special properties.

Deflect Missiles

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with a range of 20/60 using the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

Ki-Fueled Attack (Optional)

Also at 3rd level, if you spend 1 ki point or more as part of your action on your turn, you can make one attack with an unarmed strike or a monk weapon as a bonus action before the end of the turn.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Slow Fall

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Quickened Healing (Optional)

Also at 4th level, as an action, you can spend 2 ki points and roll a Martial Arts die. You regain a number of hit points equal to the number rolled plus your proficiency bonus.

Way of Mercy Features/Traits

Implements of Mercy

When you choose this tradition at 3rd level, you gain proficiency in the Insight and Medicine skills, and you gain proficiency with the herbalism kit.

You also gain a special mask, which you often wear when using the features of this subclass. You determine its appearance, or generate it randomly by rolling on the Merciful Mask table.

Hands of Healing

At 3rd level, your mystical touch can mend wounds. As an action, you can spend 1 ki point to touch a creature and restore a number of hit points equal to a roll of your Martial Arts die + your Wisdom modifier.

When you use your Flurry of Blows, you can replace one of the unarmed strikes with a use of this feature without spending a ki point for the healing.

Hands of Harm

At 3rd level, you use your ki to inflict wounds. When you hit a creature with an unarmed strike, you can spend 1 ki point to deal extra necrotic damage equal to one roll of your Martial Arts die + your Wisdom modifier. You can use this feature only once per turn.

Feats

- Tough: +2 hp per level

—ACTIONS—

Martial arts +5 to hit, 1d4 + 3 [blud]
Shortsword +5 to hit, 1d6 + 3 [pierce]
Net +5 to hit, range 5/15 ft.,

- A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Also at 3rd level, if you spend 1 ki point or more as part of your action on your turn, you can make one attack with an unarmed strike or a monk weapon as a bonus action before the end of the turn.

Weapon. +# to hit, 1d# + # [damage type]
Weapon. +# to hit, range #/# ft., 1d# + # [damage type]

—CLASS ACTIONS—

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier= 14

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

As an action, you can spend 1 ki point to touch a creature and restore a number of hit points equal to a roll of your Martial Arts die + your Wisdom modifier.

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If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with a range of 20/60 using the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

—SPELLS—
Spellcasting. DC #, +# to hit

Cantrips (at will): *spell, spell*
1st level (#/# slots): *spell, spell*
2nd level (#/# slots): *spell, spell*
3rd level (#/# slots): *spell, spell*
4th level (#/# slots): *spell, spell*
5th level (#/# slots): *spell, spell*
6th level (#/# slots): *spell, spell*
7th level (#/# slots): *spell, spell*
8th level (#/# slots): *spell, spell*
9th level (#/# slots): *spell, spell*

Armour:

Weapons: simple, shortswords

Tools: herbalism kit, mandolin, navigation tools, water vehicles

Languages: Common, Elvish

STR 10 (+0) **DEX** 10 (+0) **CON** 10 (+0) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 8 (−1)
Underlined= proficient

Strength

- **Athletics**

Dexterity

- **Acrobatics**
- **Sleight of Hand**
- **Stealth**

Intelligence

- **Arcana**
- **History**
- **Investigation**
- **Nature**
- **Religion**

Wisdom

- **Animal Handling**
- **Insight**
- **Medicine**
- **Perception**
- **Survival**

Charisma

- **Deception**
- **Intimidation**
- **Performance**
- **Persuasion**

Proficiency Bonus +2

Equipment:

Inventory:

- 50ft silk rope

Attuned items: