

Shai'ere Delatete

CHARACTER NAME

Monk 9

CLASS & LEVEL

Githzerai

RACE

Noble

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

48,000

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

18

+4

CHARISMA

10

+0

INSPIRATION

+4

PROFICIENCY BONUS

- ☒ +3 Strength
- ☒ +7 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☐ +4 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☒ +7 Acrobatics (Dex)
- ☐ +4 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☒ +5 History (Int)
- ☒ +8 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +4 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +4 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +4 Survival (Wis)

SKILLS

17

ARMOR CLASS

+3

INITIATIVE

45 ft.

SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Despite my noble birth, I do not place myself above other folk. We all have the same blood.

The common folk love me for my kindness and generosity.

PERSONALITY TRAITS

Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity.

IDEALS

My house's alliance with another noble family must be sustained at all costs.

BONDS

In fact, the world does revolve around me.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

unarmed

+7

1d6+3

shortsword

+7

1d6+3

lt. crssbow

+7

1d8+3*

*light crossbow range (80/320)

Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Martial Arts.

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.

Ki-Empowered Strikes.

Your unarmed strikes count as magical.

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Weapons.

Simple Weapons, Shortsword

Tools.

Gaming Set (Dragonchess), Calligraphy Supplies

Languages.

Common, Elvish, Gith

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

shortsword, light crossbow, 20 bolts, fine clothes, belt pouch

backpack- bedroll, mess kit, tinderbox, 10 days rations, waterskin, scroll of pedigree, signet ring, 2 potions of healing

ring of mind shielding (see reverse)

EQUIPMENT

Ki Points. (9/); Ki Save DC 16

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.

Stunning Strike.

When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Open Hand Technique.

Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Deflect Missiles.

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 + 12. 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 the weapon or piece of ammunition you just caught, as part of the same reaction.

FEATURES & TRAITS



Shai'ere Delatete

CHARACTER NAME

35

AGE

5 ft. 10 in.

HEIGHT

150 lbs.

WEIGHT

Yellow

EYES

Sallow

SKIN

White

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Position of Privelege.

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Mental Discipline.

You have advantage on saving throws against the charmed and frightened conditions. Under the tutelage of monastic masters, githzerai learn to govern their own minds.

Githzerai Psionics.

You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the shield spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the detect thoughts spell once with this trait, and you regain the ability to do so when you finish a long rest.

Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

CHARACTER BACKSTORY

Slow Fall.

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.

Evasion.

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind.

You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Wholeness of Body.

As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

Unarmored Movement Improvement.

You can move along vertical surfaces and across liquids on your turn without falling during the move.

ADDITIONAL FEATURES & TRAITS

ring of mind shielding (requires attunement).

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the ring to become invisible until you use another action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

TREASURE