

MAKU OF THE QUIET MARK

MONK (WAY OF SHADOW) 9

"WORDS ARE WASTED. STEPS ARE NOT."

MEDIUM HUMANOID (HUMAN)

LAWFUL NEUTRAL

Armor Class 18 (Unarmored Defense)

Hit Points 66

Speed 45 ft. (Unarmored Movement)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	11 (+0)	18 (+4)	12 (+1)

Proficiency Bonus +4

Saving Throws Strength +4, Dexterity +8

Skills Acrobatics +8, Stealth +8, Deception +5, Sleight of Hand +8

Senses Passive Perception 14

Languages Common, (plus Maku knows a local trade tongue)

PROFICIENCIES

Armor: None

Weapons: Simple weapons, shortwords

Tools: Disguise kit, Forgery kit

CLASS FEATURES & TRAITS

Unarmored Defense AC = 10 + Dex + Wis while not wearing armor or using a shield.

Martial Arts (1d6) Use Dex for unarmed/monk weapon attacks & damage; bonus-action unarmed strike after Attack

Ki (9 points; DC 16) Flurry of Blows, Patient Defense, Step of the Wind. Ki Save DC = 16.

Unarmored Movement (+15 ft) Speed 45 ft. During your turn you can move along vertical surfaces and across liquids without falling during the move.

Deflect Missiles Reaction to reduce ranged weapon damage by 1d10 + 13; if reduced to 0, you can catch and (by spending 1 ki) throw it (range 20/60, one attack at prof).

Ki-Empowered Strikes Unarmed strikes count as magical for overcoming resistance and immunity to nonmagical attacks and damage.

Slow Fall Reaction to reduce fall damage by 45.

Extra Attack Attack action (2).

Stunning Strike When you hit with a melee weapon (incl. unarmed), spend 1 ki; target makes Con save DC 16 or is stunned until end of your next turn.

Evasion On Dex save for half damage, take no damage on success, half on failure.

Stillness of Mind Action to end one effect causing you to be charmed or frightened.

Way of Shadow — Shadow Arts You can cast darkness, darkvision, pass without trace, silence by spending 2 ki each. You learn the minor illusion cantrip.

Way of Shadow — Shadow Step In dim light or darkness, as a bonus action, teleport up to 60 ft. to an unoccupied space you can see that is also in dim light or darkness; you have advantage on the first melee attack you make before the end of your turn.



ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) bludgeoning (magical).

Shortsword (monk weapon). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) piercing.

Dart (monk weapon; thrown). *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. Hit: 5 (1d4+3) piercing.

BONUS ACTIONS

Martial Arts bonus unarmed strike.

Flurry of Blows(1 ki).

Step of the Wind (1 ki): Dash or Disengage as a bonus action; jump distance doubled this turn.

Patient Defense (1 ki): Take the Dodge action as a bonus action.

Shadow Step (Way of Shadow): Teleport 60 ft. in dim light/darkness and gain advantage on the first melee attack this turn.

REACTIONS

Deflect Missiles.

Slow Fall (reduces damage on falling—uses reaction when you fall)

SPELL-LIKE EFFECTS (VIA SHADOW ARTS)

Darkness (2 ki): Create a 15-ft-radius sphere of magical darkness (concentration up to 10 min).

Darkvision (2 ki): Give yourself darkvision 60 ft. for 8 hours (no concentration).

Pass Without Trace (2 ki): +10 to Stealth checks for you and creatures within 30 ft. who stay near you (concentration up to 1 hour).

Silence (2 ki): 20-ft-radius sphere, no sound/magic verbal components (concentration up to 10 min).

Minor Illusion (cantrip): Simple sound or image within range (per spell).

