

Tso'Ok "Raging Wrath"

CHARACTER NAME

Way of Shadow Monk 5

CLASS & LEVEL

Hermit

BACKGROUND

PLAYER NAME

Tortle

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

1

12

DEXTERITY

3

17

CONSTITUTION

2

14

INTELLIGENCE

0

10

WISDOM

2

14

CHARISMA

-1

8

INSPIRATION

3

PROFICIENCY BONUS

- 4 Strength
- 6 Dexterity
- 2 Constitution
- 0 Intelligence
- 2 Wisdom
- -1 Charisma

SAVING THROWS

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

SKILLS

12

PASSIVE WISDOM (PERCEPTION)

TOOL: Herbalism Kit

LANGUAGE: Common, Sylvan

WEAPON: Shortsword, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

17

ARMOR CLASS

3

INITIATIVE

40

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Monk Unarmed...	+6	1d6+3 bludgeo...
Claws	+4	1d6+1 slashing
Quarterstaff (O...	+6	1d6+3 Bludgeo...
Quarterstaff (T...	+6	1d8+3 Bludgeo...
Dart	+6	1d4+3 Piercing

ATTACKS & SPELLCASTING

CP

SP

EP

5

GP

PP

1 Scroll Case Stuffed Full of Notes from Your Studies or Prayers

1 Winter Blanket

1 Quarterstaff

1 Explorer's Pack

10 Dart

1 Common Clothes

1 Herbalism Kit

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Unarmored Defense

Martial Arts

Claws

Hold Breath

Natural Armor

Nature's Intuition

Shell Defense

Discovery

Flurry of Blows

Ki

Patient Defense

Step of the Wind

Unarmored Movement

Dedicated Weapon

Deflect Missiles

Ki-Fueled Attack

Slow Fall

Quickened Healing

Extra Attack

Stunning Strike

Focused Aim

Shadow Arts

Martial Adept

Maneuver: Disarming Attack

Maneuver: Maneuvering Attack

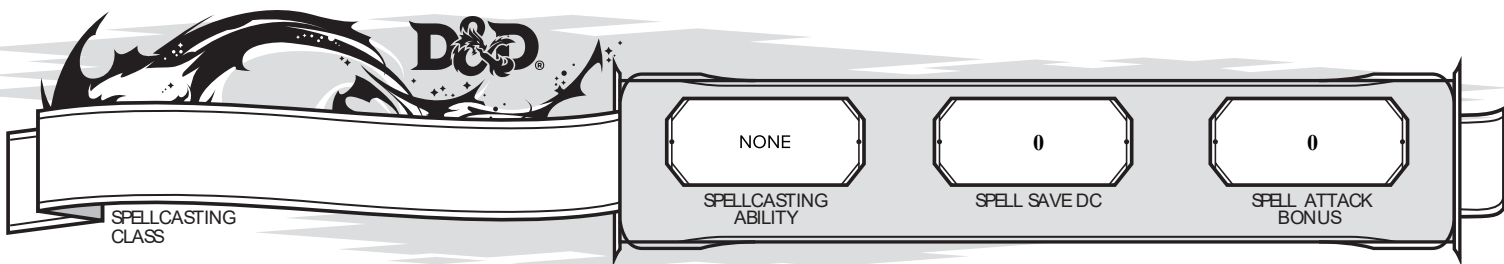
FEATURES & TRAITS

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Total: 5	Total:
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Total:	Total:
Total:	Total:

Born beneath the scorching sun of the Tonugou Desert Oasis, Tso'Ok—known to almost all as “Raging Wrath”—honed their skills in the shifting sands and shadowed dunes. Trained in the elusive Way of the Shadow, Tso'Ok moves unseen, striking like the whispering wind. “Tso'Ok is the storm in the night, the shadow in the dunes,” they say, their voice as steady as the desert itself.

Though Turtles are known for their patience, Raging Wrath defies expectations, unleashing fury as swift as a sandstorm before vanishing like a mirage. Whether the name is a warning or a promise, none can say—but when the desert whispers, Tso'Ok is never far behind.



0 CANTRIPS

Minor Illusion

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

- ☐ **Darkness**

- ## ○ Darkvision

- Pass without Trace

- Silence

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

Your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are short swords 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 d6 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.

Claws

You have claws that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Hold Breath

You can hold your breath for up to 1 hour.

Natural Armor

Your shell provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can't wear light, medium, or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.

Nature's Intuition

Thanks to your mystical connection to nature, you gain proficiency with one of the following skills of your choice: Animal Handling, Medicine, Nature, Perception, Stealth, or Survival.

Shell Defense

You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to your AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who consigned you to exile, and hence the reason for your return to society. Work with your DM to determine the details of your discovery and its impact on the campaign.

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.

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

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.

Dedicated Weapon

You train yourself to use a variety of weapons as monk weapons, not just simple melee weapons and short swords. 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 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

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.

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

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.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Stunning Strike

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. 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.

Focused Aim

When you miss with an attack roll, you can spend 1 to 3 ki points to increase your attack roll by 2 for each of these ki points you spend, potentially turning the miss into a hit.

Shadow Arts

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast darkness, darkvision, pass without trace, or silence, without providing material components. Additionally, you gain the minor illusion cantrip if you don't already know it.

Martial Adept

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits: You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. These dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Maneuver: Disarming Attack

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Maneuver: Maneuvering Attack

When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

SPELLS

Minor Illusion

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Target: See text

Components: S M

Duration: 1 minute

Description:

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else’s voice, a lion’s roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can’t create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Darkness

Evocation 2

Casting Time: 1 action

Range: 60 feet

Target: A point you choose within range

Components: V M

Duration: ConcentrationUp to 10 minutes

Description:

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can’t see through this darkness, and nonmagical light can’t illuminate it. If the point you choose is on an object you are holding or one that isn’t being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell’s area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Darkvision

Transmutation 2

Casting Time: 1 action

Range: Touch

Target: A willing creature

Components: V S M

Duration: 8 hours

Description:

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

Pass without Trace

Abjuration 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can’t be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Silence

Illusion 2

Casting Time: 1 action

Range: 120 feet

Target: 20-foot-radius sphere centered on a point you choose within range

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.