

Volith

CA 10

147 HP

Razza: Goliath | Classe: Monk 18 | Campagna: Dark Age of Camelot | Edizione: D&D 2024

Iniziativa +0

Velocità 30 ft

FORZA

+0

10

DESTREZZA

+4

19

COSTITUZIONE

+3

16

INTELLIGENZA

+0

10

SAGGEZZA

+4

18

CARISMA

-1

8

TIRI SALVEZZA

| | |
|--------------------------------------------|------------|
| <input checked="" type="radio"/> Forza | +6 |
| <input checked="" type="radio"/> Destrezza | +10 |
| <input type="radio"/> Costituzione | +3 |
| <input type="radio"/> Intelligenza | +0 |
| <input type="radio"/> Saggezza | +4 |
| <input type="radio"/> Carisma | -1 |

ABILITÀ & COMPETENZA (+6)

| | |
|---------------------------------------------------|------------|
| <input type="radio"/> Acrobazia (Des) | +4 |
| <input type="radio"/> Addestrare Animali (Sag) | +4 |
| <input type="radio"/> Arcano (Int) | +0 |
| <input checked="" type="radio"/> Atletica (For) | +6 |
| <input type="radio"/> Inganno (Car) | -1 |
| <input checked="" type="radio"/> Storia (Int) | +6 |
| <input checked="" type="radio"/> Intuizione (Sag) | +10 |
| <input type="radio"/> Intimidire (Car) | -1 |
| <input type="radio"/> Indagine (Int) | +0 |
| <input checked="" type="radio"/> Medicina (Sag) | +10 |
| <input type="radio"/> Natura (Int) | +0 |
| <input type="radio"/> Percezione (Sag) | +4 |
| <input type="radio"/> Intrattenimento (Car) | -1 |
| <input type="radio"/> Persuasione (Car) | -1 |
| <input checked="" type="radio"/> Religione (Int) | +6 |
| <input type="radio"/> Rapidità di Mano (Des) | +4 |
| <input type="radio"/> Furtività (Des) | +4 |
| <input type="radio"/> Sopravvivenza (Sag) | +4 |

ARMI & ATTACCHI

Nessuna arma equipaggiata.

EQUIPAGGIAMENTO & INVENTARIO

Rame (cp): 0 | Argento (sp): 0 | Oro (gp): 0 | Platino (pp): 0

Inventario vuoto o nessun oggetto visibile.

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Monk

- Level: 18
- Ki Points: 18
- Martial Arts Die: d10
- Unarmored Defense: 10 + DES(4) + SAG(4) = 18 CA
- Unarmored Movement: +30 ft
- Psionic Dice:
- Soul Knife:

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Cloud Goliath

Background: Hermit

Talenti Acquisiti:

- Guaritore
- Sterminatore di Maghi

Strumenti & Veicoli: Herbalism Kit

RISORSE / RESOURCES

Generale

Ispirazione

Monaco

Punti Disciplina _____ / 18 r. breve

Mano della Devastazione r. breve

Tratti Razziali

Giant Ancestry r. lungo

Large Form r. lungo

)}}

PRIVILEGI DI MONK (LV 18) — TESTO COMPLETO

Arti Marziali (Lv 1)

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 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).

Difesa Senz'Armatura (Lv 1)

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.

Bonus Unarmed Strike (Lv 1)

You can make an Unarmed Strike as a Bonus Action.

Dexterous Attacks (Lv 1)

You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes and Monk weapons. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use your Dexterity modifier instead of your Strength modifier to determine the save DC.

Martial Arts Die (Lv 1)

You can roll 1d6 in place of the normal damage of your Unarmed Strike or Monk weapons. This die changes as you gain Monk levels, as shown in the Martial Arts column of the Monk Features table.

Dedicated Weapon (Lv 2)

optional feature}

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.

Flurry of Blows (Lv 2)

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 (Lv 2)

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.

Patient Defense (Lv 2)

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind (Lv 2)

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.

Movimento Senz'Armatura (Lv 2)

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.

Monk's Focus (Lv 2)

Your focus and martial training allow you to harness a well of extraordinary energy within yourself. This energy is represented by Focus Points. Your Monk level determines the number of points you have, as shown in the Focus Points column of the Monk Features table.

You can expend these points to enhance or fuel certain Monk features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind, each of which is detailed below.

When you expend a Focus Point, it is unavailable until you finish a Short or Long Rest, at the end of which you regain all your expended points.

Some features that use Focus Points require your target to make a saving throw. The save DC equals 8 plus your Wisdom modifier and Proficiency Bonus.

Uncanny Metabolism (Lv 2)

When you roll Initiative, you can regain all expended Focus Points. When you do so, roll your Martial Arts die, and regain a number of Hit Points equal to your Monk level plus the number rolled.

Once you use this feature, you can't use it again until you finish a Long Rest.

Defletti Proiettili (Lv 3)

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 (range 20/60 feet) 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 (Lv 3)

optional feature}

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.

Tradizione Monastica (Lv 3)

When you reach 3rd level, you commit yourself to a monastic tradition, chosen from the list of available traditions. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Deflect Attacks (Lv 3)

When an attack roll hits you and its damage includes Bludgeoning, Piercing, or Slashing damage, you can take a Reaction to reduce the attack's total damage against you. The reduction equals 1d10 plus your Dexterity modifier and Monk level.

If you reduce the damage to 0, you can expend 1 Focus Point to redirect some of the attack's force. If you do so, choose a creature you can see within 5 feet of yourself if the attack was a melee attack or a creature you can see within 60 feet of yourself that isn't behind Total Cover if the attack was a ranged attack. That creature must succeed on a Dexterity saving throw or take damage equal to two rolls of your Martial Arts die plus your Dexterity modifier. The damage is the same type dealt by the attack.

Monk Subclass (Lv 3)

You gain a Monk subclass of your choice. A subclass is a specialization that grants you features at certain Monk levels. For the rest of your career, you gain each of your subclass's features that are of your Monk level or lower.

Quickened Healing (Lv 4)

optional feature}

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.

Caduta Lenta (Lv 4)

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.

Attacco Aggiuntivo (Lv 5)

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

Focused Aim (Lv 5)

optional feature}

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.

Colpo Stordente (Lv 5)

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.

Colpi Potenziati dal Ki (Lv 6)

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Monastic Tradition feature (Lv 6)

At 6th level, you gain one feature granted by your Monastic Tradition.

Empowered Strikes (Lv 6)

Whenever you deal damage with your Unarmed Strike, it can deal your choice of Force damage or its normal damage type.

Privilegio di Sottoclasse (Lv 6)

You gain a feature from your Monk subclass.

Evasione (Lv 7)

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. 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.

Calma della Mente (Lv 7)

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Unarmored Movement improvement (Lv 9)

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

Acrobatic Movement (Lv 9)

Finché non indossi armatura né impugni uno Shield, ottieni la capacità di muoverti lungo superfici verticali e attraverso i liquidi nel tuo turno senza cadere durante lo spostamento.

Purezza del Corpo (Lv 10)

At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Heightened Focus (Lv 10)

Your Flurry of Blows, Patient Defense, and Step of the Wind gain the following benefits.

Flurry of Blows. You can expend 1 Focus Point to use Flurry of Blows and make three Unarmed Strikes with it instead of two.

Patient Defense. When you expend a Focus Point to use Patient Defense, you gain a number of Temporary Hit Points equal to two rolls of your Martial Arts die.

Step of the Wind. When you expend a Focus Point to use Step of the Wind, you can choose a willing creature within 5 feet of yourself that is Large or smaller. You move the creature with you until the end of your turn. The creature's movement doesn't provoke Opportunity Attacks.

Self-Restoration (Lv 10)

Through sheer force of will, you can remove one of the following conditions from yourself at the end of each of your turns: Charmed, Frightened, or Poisoned.

In addition, forgoing food and drink doesn't give you levels of Exhaustion.

Monastic Tradition feature (Lv 11)

At 11th level, you gain one feature granted by your Monastic Tradition.

Privilegio di Sottoclasse (Lv 11)

You gain a feature from your Monk subclass.

Lingua del Sole e della Luna (Lv 13)

Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Deflect Energy (Lv 13)

You can now use your Deflect Attacks feature against attacks that deal any damage type, not just Bludgeoning, Piercing, or Slashing.

Anima di Diamante (Lv 14)

Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Disciplined Survivor (Lv 14)

Your physical and mental discipline grant you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can expend 1 Focus Point to reroll it, and you must use the new roll.

Corpo Senza Tempo (Lv 15)

At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

Perfect Focus (Lv 15)

When you roll Initiative and don't use Uncanny Metabolism, you regain expended Focus Points until you have 4 if you have 3 or fewer.

Monastic Tradition feature (Lv 17)

At 17th level, you gain one feature granted by your Monastic Tradition.

Privilegio di Sottoclasse (Lv 17)

You gain a feature from your Monk subclass.

Corpo Vuoto (Lv 18)

Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage.

Additionally, you can spend 8 ki points to cast the astral projection spell, without needing material components. When you do so, you can't take any other creatures with you.

Superior Defense (Lv 18)

At the start of your turn, you can expend 3 Focus Points to bolster yourself against harm for 1 minute or until you have the Incapacitated condition. During that time, you have Resistance to all damage except Force damage.

TALENTI — TESTO COMPLETO

Healer (XPHB 2024)

You gain the following benefits.

Battle Medic. If you have a Healer's Kit, you can expend one use of it and tend to a creature within 5 feet of yourself as a Utilize action. That creature can expend one of its Hit Point Dice, and you then roll that die. The creature regains a number of Hit Points equal to the roll plus your Proficiency Bonus.

Healing Rerolls. Whenever you roll a die to determine the number of Hit Points you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

Mage Slayer (XPHB 2024)

You gain the following benefits.

Concentration Breaker. When you damage a creature that is Concentrating, it has Disadvantage on the saving throw it makes to maintain Concentration.

Guarded Mind. If you fail an Intelligence, a Wisdom, or a Charisma saving throw, you can cause yourself to succeed instead. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.