



A Fantasy Role-Playing Setting

Character Name

Player Name

Clockwork Person, Monk (Way of Open Hand), 3

Ancestry, Class (Subclass), Level

Gladiator

Background

950

Experience

STR

+1

12

PROFICIENCY BONUS

+2

Saving Throws

+3 Strength*

+5 Dexterity*

+2 Constitution

+0 Intelligence

+2 Wisdom

-1 Charisma

**prof. bonus added*

Skills

+5 Acrobatics*

+2 Animal Handling

+0 Arcana

+3 Athletics*

-1 Deception

+0 History

+2 Insight

-1 Intimidation

+0 Investigation

+2 Medicine

+0 Nature

+2 Perception

+1 Performance*

-1 Persuasion

+2 Religion

+3 Sleight of Hand

+5 Stealth*

+2 Survival

**prof. bonus added*

PASSIVE WISDOM

12

CHA

-1

8

ARMOR

16

None

HP

24

HD 3D8

INITIATIVE

+3

SPEED

40ft

LANGUAGES Common

ALIGNMENT Lawful Neutral

SIZE Medium

ACTION

- **Punch** melee, +5 to hit, 1D4+3 and (optional) **Extra Punch** melee, +5 to hit, 1D4+3
- **Dart** ranged, +5 to hit, 1D4+3
- **Flurry of Blows** see Class Feature

CLASS FEATURE

- **Ki Energy** 3 ki points to use, recharges after short or long rest
- **Flurry of Blows** 1 ki for 2 extra Punches after first Punch attack (3 punches total) plus add one effect on target
 - DEX save or knocked prone
 - STR save or pushed 15' away
 - Can't take reactions until end of your next turn
- **Patient Defense** 1 ki for Dodge as bonus action
- **Step of the Wind** 1 ki for Disengage or Dash as bonus action, jump distance doubled
- **Deflect Missiles** Use reaction to reduce ranged weapon damage by 1D10+3

ANCESTRY FEATURE

- **Constructd Resilience**
 - Advantage on saves against poison
 - Resistance to poison
 - Immune to disease
 - No need to eat or sleep
- **Sentry's Rest**
 - Semiconscious 6 hours/day instead of 8 hours of sleep
 - Not immune to magical sleep

BACKGROUND FEATURE

- **By Popular Demand**

PROFICIENCIES

- **Armor** none
- **Weapons** simple, shortswords
- **Tools** Calligrapher's supplies, gaming set (dice set), musical instrument (lute)

CLOCKWORK BOXER

You don't remember much of your time as a training dummy. It wasn't until a good right hook knocked some sense into you that your mind began spinning. You retained all of the programming that the boxing coach configured, but now you want more.

All you have to go on is the faded label that reads "-ton, Win-, Oz".

PERSONALITY TRAIT

Logic and curiosity is your driving force until you're met with conflict. Then the boxing configuration takes over.

IDEAL

Identity. One can't begin to know others until they truly know their own self.

BOND

You desperately want to find the one who created you and ask why you ended up in that gym.

FLAW

Your memory components are on the fritz and it's very hard to remember names.

NOTES

EQUIPMENT

- **Carrying** 10 darts, belt pouch, ornamental belt, letter from a fan
- **Coins & Gems** 2 gold pieces (GP), 2 gems (each worth 10 GP)