

Tiefling Monk

LEVEL

1

DEFENSE

15

HIT POINTS
(MAXIMUM HP)

9

STRENGTH

+2



DEXTERITY
(INITIATIVE)
(ATTACK BONUS)

+4

CONSTITUTION

+1

INTELLIGENCE

+0

WISDOM

+2

CHARISMA

-2

MOVEMENT SPEED
(5FT = 1 SQUARE ON MAP)

30

WEAPONS



LEVEL 1 ABILITY



A master of martial arts and capable of great physical feats, the Tiefling Monk is descended from devils but the similarity ends at their physical traits. Some Monks are quiet warriors, while others are boastful show-offs, but all have unparalleled skill in unarmed combat and simple weapons.



+2 bonus when using these qualities:

Acrobatic
Dexterous and flexible, good at flips and tricks.

Athletic
Especially strong and physical.

Insightful
Seeing through deception, reading facial queues and body language to understand intent and meaning.

Perceptive
Good at noticing when things are out of place, maintaining awareness of hidden things and people.

Stealthy
Capable of staying silent and hidden in many different situations.

TYPE

TO-HIT

DAMAGE

Quarterstaff

+4

1d12 +4

Darts

+4

1d4 +4

Unarmed Strike

+4

1d4+4

Martial Arts - You're especially skilled with Unarmed Strikes and Monk Weapons. (any one handed Small or Light weapons, and Quarterstuffs).

When using Unarmed Strikes or Monk Weapons you gain the following benefits:

- You use Dexterity instead of Strength for attack and damage rolls.
- You roll higher attack damage than normal. You may use this damage or the one listed for your weapon.
- When you use the attack action with an Unarmed Strike or Monk weapon, you can make an Unarmed Strike attack on your turn as a bonus action (you only have one bonus action per turn).

Game to Grow PAX Preview
for more information please
visit www.criticalcore.org

SPECIAL ABILITIES

LEVEL 1



Darkvision - Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.



Hellish Resistance - You have resistance (take half damage) to fire damage.

LEVEL 2



Ki - You can access the mystic energy of Ki, allowing you to push yourself far beyond normal physical feats. You have a limited resource called Ki Points which determine how often you can push yourself in this way. You regain your Ki points after you complete a short rest. You can spend Ki Points to do any of the following: **Flurry of Blows, Patient Defense, Step of the Wind.** (See back page for more information)



Deflect Missiles - You can use your reaction to deflect or catch an arrow or other missile when you are hit by a ranged weapon attack. When you're hit by a ranged weapon attack, make an Unarmed Strike against the attacker's roll. If you roll the same or higher than the attacker's roll, you take no damage from the attack and catch the missile from the air. *If you spend 1 ki, you can throw the missile as a part of the same reaction. Make an Unarmed Strike with a range of 30 feet against a target. On a hit you do your normal Unarmed Strike damage.*

LEVEL 3



Open Hand Technique - You are so skilled with fighting that you can manipulate your opponent's on the battle field. Once per turn, when you hit with a melee attack, you can attempt to apply one of these effects to your opponent: **Trip, Push, Distract.** (See back page for more information)

LEVEL 4



Slow Fall - You know just how to land when falling from long distances. You no longer take damage due to the distance that you fall except from extreme heights (determined by the Game Master).

LEVEL 5



Extra Attack - You can attack twice, instead of once, when you take the attack action on your turn. This extra attack may be on different targets or with different weapons.

LEVEL-UP GUIDE

LEVEL	HIT POINTS	OTHER CHANGES
1	9	
2	18	
3	27	Qualities bonus increases to +3 Movement Speed increases to 40 (increase of 10 ft) Unarmed Strike damage increases to 1d6
4	36	Dexterity increases to +5 Attack & damage bonus with DEX weapons increases to +5 Unarmed Strike attack and damage bonus increases to +5
5	45	Qualities bonus increases to +4

Game to Grow PAX Preview
for more information please
visit www.criticalcore.org

BACKGROUND STORY



CRITICAL
CORE

COMBAT ACTIONS

During combat, you can take these actions, in any order.

Move

Up to maximum movement speed.

Simple Action

Open a door, draw a weapon, etc.

Bonus Action

Some abilities are taken as a bonus action

Combat Action

Perform one of the following:



ATTACK

Make an attack with a weapon

CAST A SPELL

Cast one of your spells

DASH

Move an additional 25 feet

DODGE

Focus on defense, attackers get disadvantage

HELP

Give a friend advantage on attack or ability check

HIDE

Make a stealth check to try and hide

READY

Get ready to do something on a trigger

IMPROVISE

Want to do something not on this list?
Ask the GM!

EQUIPMENT

herbalism kit, calligrapher's kit, backpack, blanket, 10 candles, tinderbox, incense, waterskin

COINS

Game to Grow PAX Preview

for more information please
visit www.criticalcore.org



MONK ABILITIES



KI

You can access the mystic energy of Ki, allowing you to push yourself far beyond normal physical feats. You have a limited resource called Ki Points which determine how often you can push yourself in this way. You regain your Ki points after you complete a short rest. You can spend Ki Points to do any of the following:

Flurry of Blows

After you take the attack action on your turn, spend 1 Ki to make one free extra attack. This extra attack does not require an action. You may only spend 1 ki per turn in this way.

Patient Defense

Spend 1 Ki to use the Dodge action as a Bonus Action on your turn.

Step of the Wind

You can spend 1 Ki to take an extra move action on your turn as a bonus action. Your jump distance is doubled for the turn.



OPEN HAND TECHNIQUE

You are so skilled with fighting that you can manipulate your opponent's on the battle field. Once per turn, when you hit with a melee attack, you can attempt to apply one of these effects to your opponent:

Trip

You make a dexterity check against the opponent's dexterity or strength. If you succeed you knock them prone (on their knees or laying down). They must use half of their movement if they wish to stand on their next turn.

Push

You make a dexterity check against the opponent's strength. If you succeed, you push them 15 feet away from you (you pick the direction, but it must be away from you in a straight line).

Distract

You make a dexterity check against the opponent's intelligence. If you succeed you perform some flashy moves that distract them. They will have disadvantage on their next attack or spell.