



ZAHEER

Disciple of Guru Laghima,
Member of the Red Lotus

Chaotic Evil Human Monk of the Elements 11

Medium Humanoid (human)

Armor Class: 15.

Hit Points: 69. **Hit Dice** 11d8.

Speed: 60 ft. **Initiative** +3.

STR 10 (+0) **DEX** 16 (+3) **CON** 12 (+1)

INT 12 (+1) **WIS** 14 (+2) **CHA** 12 (+1)

Proficiencies. Proficiency Bonus +4.

- **Saving Throws.** Strength +7. Dexterity +7.
 - **Skills.** Acrobatics +7, Insight +6, Persuasion +5, Religion +5, Stealth +7.
 - **Tools.** Artisan's tools (calligrapher's supplies).
 - **Armor.** None.
 - **Weapons.** Simple weapons, Shortsword.
 - **Languages.** Common, Celestial, Draconic, Elvish.
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Feats. Athlete, Mobile, Polearm master.

Immunities: Disease, Poison.

Senses: Normal. **Passive Perception** 12.

ACTIONS

Attack. Can attack twice with the Attack action, using the following:

- **Quarterstaff.** Melee attack +7. Damage 1d6+3 bludgeoning (versatile 1d8+3).
- **Martial Arts.** Melee attack +7. Damage 1d8+3 bludgeoning.

RACIAL/BACKGROUND TRAITS

Human (variant). Ability scores (+1 Dexterity, Wisdom). Bonus skill (Persuasion). Bonus feat (Athlete).

Acolyte (background). Skill proficiencies (Insight, Religion). Languages (choose any two). Feature (Shelter of the Faithful).

MONK CLASS TRAITS

Unarmored Defense. Armor Class 15 when wearing no armor, nor using a shield.

Martial Arts. When unarmed or wielding a monk weapon:

—Can use Dexterity instead of Strength for attack and damage rolls while unarmed or with monk weapons.

—Unarmed damage is 1d8.

—After using the Attack action with an unarmed strike or monk weapon, can make one unarmed strike attack as a bonus action.

Ki. Points 11. Ki Attack +6. Ki Save DC 14.

Can spend Ki points on the following abilities:

—Flurry of Blows.

After using an Attack action, can spend 1 Ki point to make two unarmed strikes as a bonus action.

—Patient Defense.

Can spend 1 Ki point to use Dodge as bonus action.

—Step of the Wind.

Can spend 1 Ki point to use Disengage or Dash as a bonus action, and double jumping distance.

Unarmored Movement. When not wearing armor, nor using a shield, Speed increased by 20 ft. Can move along vertical and across liquid surfaces without falling.

Way of the Four Elements (monastic tradition). Can spend up to 4 Ki points on a spell. Elemental disciplines are:

—Elemental Attunement.

Can spend 1 Ki point to briefly control elemental forces.

—Fists of Unbroken Air.

As an action, can spend 2 Ki points and have one enemy within 30 ft. make a Strength saving throw. On a failed save, target takes 3d10 bludgeoning damage, plus an extra 1d10 damage for each additional Ki point spent, and push target 20 ft. away and knock it prone. Takes one-half damage on a successful save and not knocked prone or pushed back.

—Ride the Wind.

Can spend 4 Ki points to cast the fly spell on self only.

—Rush of Gales.

Can spend 2 Ki points to cast the gust of wind spell.

Deflect Missiles. When hit by a missile from a ranged weapon attack, can use Reaction to reduce damage by 1d10+11. If damage is reduced to 0 and missile is small enough to hold in one hand and have one hand free, can spend 1 Ki to make a ranged attack with the caught missile as part of the same Reaction. Treated as a monk weapon for the attack.

Slow Fall. As a Reaction, can reduce falling damage by 55 ft.

Extra Attack. Can attack twice with the Attack action.

Stunning Strike. After hitting a creature with an unarmed strike or melee weapon attack, can spend 1 Ki point to attempt a stunning strike. Target must succeed on a Constitution saving throw or be Stunned until the end of next turn.

Ki-Empowered Strikes. Unarmed strikes count as magical for purposes of resistances and immunities.

Evasion. When subject to an effect that allows a Dexterity saving throw for one-half damage, on a successful save no damage is taken instead and only one-half damage on failed save.

Stillness of Mind. Can use action to end one Charmed or Frightened effect on self.

Purity of Body. Immunity to disease and poison.

POSSESSIONS

Air nomad robes, Quarterstaff.

CREATION NOTES

Starting Ability Scores. 15, 13, 12, 12, 12, 10.

ART CREDITS

Screenshot from Nickelodeon's "The Legend of Korra".

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