

Precision

July 29, 2023



Medium humanoid ([tiefling](#)), Chaotic Neutral
Cisgender, he/him

Armor Class 16

Hit Points 87

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 19 (+4) | 14 (+2) | 11 (+0) | 15 (+2) | 10 (+0) |

Skills Acrobatics +8, Athletics +5, Insight +6, Religion +4

Damage Resistances fire

Damage Immunities poison; disease

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish, Goblin, Infernal

Challenge 12 (8,400 XP)

Traits

Muscle Control [IE 4]. Precision's arms and hand muscles don't always act the way he wishes. The muscles are permanently contracted, and allow him only slight fine motor control. Precision's IE serves as a guideline for specific effects and, generally, a -4 penalty on all Strength checks and saving throws and attacks. Precision has learned to use his feet for unarmed attack rolls and can use his tail to draw and load his

hand crossbow.

At the same time, the extra balance and exertion required tires him, so every time Precision attempts a Strength (Athletics) or Dexterity (Acrobatics) check, he must succeed on a DC 10 Constitution saving throw or reduce his movement by 5 until taking a short rest.

Abilities

Infernal Legacy. Precision's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: [Thaumaturgy](#)

1/day each: [Hellish Rebuke](#), [Darkness](#)

Ki. Precision can spend Ki Points to fuel ki features. He has 12 points per short rest, and his Ki save DC is 14.

Patient Defense. Precision can spend 1 ki point to take the Dodge action as a bonus action on his turn.

Step of the Wind. Precision can spend 1 ki point to take the Disengage or Dash action as a bonus action on his turn, and his jump distance is doubled for the turn.

Stunning Strike. When Precision hits with a melee weapon attack, he can spend 1 ki point to make the target stunned until the end of Precision's next turn if he fails a Constitution saving throw (DC 14).

Evasion. When Precision is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Open Foot Technique. Whenever Precision hits with one of his Flurry of Blows attacks, he can impose one of the following effects on that target: fall prone if it fails a Dexterity saving throw (DC 14), get pushed up to 15 ft. if it fails a Strength saving throw (DC 14), or it can't take a reaction until the end of Precision's next turn.

Stillness of Mind. Precision can use an action to end one effect on himself that is causing him to be charmed or frightened.

Unarmored Movement Improvement. Precision can move along vertical surfaces and across liquids on his turn without falling during the move.

Wholeness of Body. Once per long rest as an action, Precision can regain 36 HP.

Tranquility. At the end of a long rest, Precision gains the effect of a [Sanctuary](#) spell (DC 14) that lasts until the start of his next long rest (unless it ends as normal).

Actions

Dart. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Flurry of Blows. After he takes the Attack action on his turn, Precision can spend 1 ki point to make two unarmed strikes as a bonus action.

Hand Crossbow. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Unarmed Strike. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. When Precision uses the Attack action on his turn, he can make one unarmed

strike as a bonus action. Unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

Extra Attack. *Precision can attack twice, instead of once, whenever he takes the Attack action on his turn.*

Reactions

Deflect Missiles. *Precision can use his reaction to deflect or catch the missile with his toes when he is hit by a ranged weapon attack. When he does so, the damage he takes from the attack is reduced by 1d10 + 16. If he reduces damage to 0 and has a free foot, he can spend 1 ki point to make a ranged attack with the same missile (as with a monk weapon) with range 20/60.*

Slow Fall. *Precision can use his reaction when he falls to reduce any falling damage he takes by 60.*

Background

Precision's parentage is unknown, as he was found as an infant on the steps of a monastery. The [monks](#) sought an adoptive home for him, but the local villages had no home for a tiefling with cerebral palsy. But Precision never missed what he never knew, and he loves the 22 monks who raised him and taught him the Way of the Open Fist, which he adapted to follow using his feet and tail.

As a young adult, he had a vivid dream about other tiefling children being taken by [devils](#), and he believed it to be a sign. Not knowing whether the dream referred to literal devils recruiting tieflings into their army or to the hellish situations many tieflings endure, he dedicated himself to finding other tieflings and helping them choose their own

future—a future of hope.

As he travels, he watches for and keeps track of people who seem kind and accepting, who might be willing to foster or adopt an abandoned disabled or tiefling child.

Personality

Many people don't take Precision seriously, seeing his contracted arms and the way his muscles tend to tilt his head, and underestimate him as a result. He also tends to see humor in most situations in life, and is quick to laugh at irony or add a joke to bring a grin to any encounter. But when he sees someone in distress, especially a child, a tiefling, or anyone being mistreated, his smile disappears as he springs into action, typically leading with the hand crossbow strapped to his leg as he closes any distance, followed by a series of devastating kicks.

Plot Hooks

- Precision asks the party to help him find a kidnapping victim.
 - Rumors are reporting that a portal to the hells has opened, and devils are abducting tieflings. Precision is investigating the rumors and invites the party to assist him.
 - The party finds an abandoned tiefling child along the road. If they rescue them, they will eventually encounter Precision, who will help them find a suitable home.
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Professor Onyx

July 29, 2023



Professor Onyx ([Monk](#))

Medium Humanoid ([Tiefling](#)), Lawful Good

Nonbinary (they/them)

Armor Class: 13

Hit Points: 33

Speed: 40 ft.

| Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma |
|----------|-----------|--------------|--------------|---------|----------|
| 12 (+1) | 12 (+1) | 12 (+1) | 18 (+4) | 14 (+2) | 8 (-1) |

Skills: History +7, Religion +7, Arcana +4, Investigation +4

Senses: Passive Perception 12, Darkvision 60 ft.

Languages: Common, Infernal

Challenge: 5

Abilities

Ki. They can harness the mystic energy of ki. They have five ki points with a DC 13 ki save.

Martial Arts. They gain the following benefits while they are unarmed or wielding only monk weapons and they aren't wearing armor or wielding a shield:

They can use Dexterity instead of Strength for the attack and damage rolls of their unarmed strikes and monk weapons.

When they use the Attack action with an unarmed strike or a monk weapon on their turn, they can make one unarmed strike as a bonus action. For example, if they take the Attack action and attack with a quarterstaff, they can also make an unarmed strike as a bonus action, assuming they haven't already taken a bonus action this turn.

Deflect Missiles. They can use their reaction to deflect or catch the missile when they are hit by a ranged weapon attack. When they do so, the damage they take from the attack is reduced by $1d10 + 6$.

If they reduce the damage to 0, they can catch the missile if it is small enough for them to hold in one hand and they have at least one hand free. If they catch a missile in this way, they can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition they just caught, as part of the same reaction. They make this attack with proficiency, regardless of their weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Flurry of Blows. Immediately after they take the Attack action on their turn, they can spend 1 ki point to make two unarmed strikes as a bonus action.

Infernal Legacy. They know the Thaumaturgy cantrip. They can cast the Hellish Rebuke spell as a 2nd-level spell once and the Darkness spell once with this trait and regain the ability to do so when they finish a long rest. Charisma is their spellcasting

ability for these spells.

Patient Defense. They can spend 1 ki point to take the Dodge action as a bonus action on their turn.

Slow Fall. They can use their reaction when they fall to reduce any falling damage they take by 25.

Step of the Wind. They can spend 1 ki point to take the Disengage or Dash action as a bonus action on their turn, and their jump distance is doubled for the turn.

Stunning Strike. They can interfere with the flow of ki in an opponent's body. When they hit another creature with a melee weapon attack, they 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 their next turn.

Traits

Sensory Processing Difference (Sensory Under-Responsivity: tactile and auditory) [IE 1, Chronic]. Onyx has difficulty detecting tactile and auditory sensory input, causing them some difficulty with coordination and their awareness of the volume at which they are speaking. Due to this they take a -1 penalty to Wisdom (Perception) rolls involving these senses. Additionally, they take a -1 penalty to all Dexterity ability checks and a +1 bonus to rolls to resist pain or torture in addition to resistance to psychic damage.

Social Interaction Difference [Impact Extent 2, Chronic]. They have trouble interpreting the social aspects of language, both verbal and non-verbal, and the feelings being conveyed. This can make them seem insensitive as they miss sarcasm, avoid eye contact, take expressions literally, or don't attend to the subject as neurotypical people would expect, or they tend to

repeat phrases spoken to them as they process them. They have a -(IE) penalty on Charisma (Persuasion) and Charisma (Deception) and Wisdom (Insight) checks. They can use Masking to mitigate these effects.

Special Interest (Cooking) [IE 2, Chronic]. Due to Professor Onyx's special interest in cooking, they gain a +2 bonus on checks related to identifying food, how it is made, and the cultural background of the food item itself. However, they will often try to turn conversations towards the subject of cooking, despite the desires of their conversation partner(s). Onyx must succeed on a DC 10 Charisma saving throw to avoid attempting to shift the subject of discussion to cooking.

Actions

Extra Attack. They can attack twice, instead of once, whenever they take the Attack action on their turn.

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) or 5 (1d8 + 1) bludgeoning damage.

Unarmed strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Background

Professor Onyx lovingly teaches at a secret monastery for monk disciples. The professor takes great pride in preparing their students for the world. Professor Onyx holds vast knowledge in an array of disciplines, including history, both ancient and contemporary; religion; and the arcane arts. Many students will struggle at first with Professor Onyx's way of interacting with them due to the professor's high energy and rapid-fire speech, however, students soon discover that Onyx is not attempting to

berate them with knowledge or superiority, but rather shares this information out of a genuine love of teaching and learning.

Before joining the monastery, Onyx traveled alone, collecting information, folklore, and rumors about various parts of the world. The professor enjoyed meeting a diverse collection of individuals and an expanding sense of what the world could be. Onyx grew up in a small village where much hate was directed towards anyone different, themselves included. While Onyx thrived for many years navigating this environment and were well respected by their peers, eventually Onyx needed a change of pace, becoming more flustered, overwhelmed and generally exhausted by all the changes and experiences. Having heard of the monastery and what it offered, Onyx sought it out with the hope of shaping new minds and reducing the fear and hate of other cultures.

Personality

Generally an outgoing social person, Onyx struggles to read social cues, such as telling when others are not interested in learning something or may not have time right now in the moment due to other pressing matters. Additionally, the professor often gets caught up in the semantics of language and whether things make rational sense. This can lead to Professor Onyx appearing argumentative; however, they view this as a fun game to be played among peers and friends to see who is right. However, Onyx, upon realizing they have made someone uncomfortable, will quickly apologize and move on.

When it comes to their students, Onyx has been known to be extra kind and comforting to anyone they pick up on as having a hard time. The professor will invite them for tea with baked sweets made from scratch. For those who do not have family to visit on holidays, Professor Onyx will cook a feast with many amazing

dishes from around the world. As a lover of food, Onyx will share what is in each dish and the history behind it. Through this, the professor monk has been able to impact the lives of many students beyond the classroom.

Plot Hooks

1. The party needs to collect information on a culture, history, or religious group they are unfamiliar with.
 2. A party member needs a sympathetic person to listen to them and help mentor the PC towards growth.
 3. The party needs to seek refuge away from the world and time to heal.
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Pandora Frost

July 29, 2023



Pandora Frost ([Monk](#))

Medium Humanoid ([Half-Elf](#)), Lawful Good

Cisgender woman (she/her)

Armor Class: 16

Hit Points: 27

Speed: 40 ft.

| Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma |
|----------|-----------|--------------|--------------|---------|----------|
| 16 (+3) | 18 (+4) | 12 (+1) | 12 (+1) | 14 (+2) | 12 (+1) |

Skills: Acrobatics +6, Athletics +5, Deception +3, Intimidation +3, Sleight of Hand +4, Stealth +4

Senses: Passive Perception 12

Languages: Common, Dwarvish, Elvish, Goblin

Challenge: 3

Abilities

Martial Arts. While she is unarmed or wielding only monk weapons and she isn't wearing armor or wielding a shield, she can use Dexterity instead of Strength for the attack and damage rolls, she can roll her Martial Arts damage die in place of the normal damage, and when she uses the Attack action on her turn, she can make one unarmed strike as a bonus action.

Ki. She can spend Ki Points to fuel ki features. She has 3 points per short rest, and her Ki save is DC 12.

Deflect Missiles. She can use her reaction to deflect or catch the missile when she is hit by a ranged weapon attack. When she does so, the damage she takes from the attack is reduced by 1d10 + 7. If she reduces damage to 0 and has a free hand, she can spend 1 ki point to make a ranged attack (as with a monk weapon) with range 20/60.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Flurry of Blows. After she takes the Attack action on her turn,

she can spend 1 ki point to make two unarmed strikes as a bonus action.

Open Hand Technique. Whenever she hit with one of her Flurry of Blows attacks, she can impose one of the following effects on that target: fall prone if it fails a Dexterity saving throw (DC 12), get pushed up to 15 ft. if it fails a Strength saving throw (DC 12), or it can't take reaction until the end of her next turn.

Patient Defense. She can spend 1 ki point to take the Dodge action as a bonus action on her turn.

Step of the Wind. She can spend 1 ki point to take the Disengage or Dash action as a bonus action on her turn, and her jump distance is doubled for the turn.

Traits

Blindness [IE 4]. Pandora's vision is absent completely, and she has learned to navigate the world with little or no reliance on her eyes, depending on other senses instead. Because she has grown accustomed to this condition a long time, if she can explain to her GM how she's using their other senses to assist with her Blindness, she has a -4 on sight-related attack rolls, ability checks, and saving throws including ranged combat beyond 10 ft. but a +4 bonus when using other senses to compensate, not because she's become stronger, but because she's learned to use them more effectively. She does not have disadvantage to hit invisible creatures. Pandora is proficient in the use of a stylus for reading and writing.

Actions

Heirloom Blade. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) or 8 (1d10 + 3) slashing damage, versatile.

Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage.

Assistive Device

Heirloom Blade (Blindness)

Weapon (longsword), Uncommon

While holding this sword, you gain tremorsense out to a range of 30 feet, but due to the sensitivity that it grants to vibrations, you have disadvantage on saving throws against thunder damage while holding it. Proficiency with a longsword allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Background

Pandora grew up in a small port town of monster slayers with her parents, grandmother and her 8-years-younger sister, Luna. Her grandmother, head monk at the temple in their hometown, taught her the ways of the monk in the hopes she could use her ki to help her discern the world around her where her eyes could not. Eventually, Pandora was able to join her clan to work and hunt, soon becoming one of the best fighters in her village. She was told that she could not participate in making use of the parts of the creatures they slew. The community saw that having blindness prevented her from using most kinds of crafting tools. Instead of challenging the community, she pivoted and found her

calling in the fight.

The only tool Pandora would use was a special kind of calligraphy tool with raised-texture ink, so she could feel the design of her ink paintings. Her calligraphy art was only ever in black and white because of this, but it maintained that unique texture. When Pandora turned eighteen, her father, head of the slayers in their village, gifted her the family heirloom blade. With it by her side, Pandora advanced into her new monastic tradition.

Personality

Pandora can be stoic, but she is intensely protective and loyal, especially to Luna, and values family over anything else. Her tone is calm most of the time, as she rarely raises her voice. Pandora despises meat, but loves cheeses, fruits, and sweet foods. Foraging in the woods is a fun activity for Pandora as well. Calligraphy art is her favorite pastime, and she is often covered in ink without noticing afterwards or really minding. She enjoys studying and also being able to help others who are around her. She is willing to help those who are kind and honest.

Plot Hooks

1. Pandora may hire adventurers to help find nicer calligraphy tools for her.
2. Pandora may hire adventurers to assist her as rumors of problems with her hometown slayers are happening more frequently.
3. Adventurers may find Pandora Frost during a large monastic festival. The group may find Pandora concerned because she feels as if something is wrong or about to go wrong.