

Martial Arts Adept

Medium, Humanoid (Any Race), Any Alignment

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ARMOR CLASS

16

HIT POINTS

78 (12d8 + 24)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Walk 40 ft.

Initiative +4

Saving Throws Dex +6, Wis +5

Skills Athletics +3, Acrobatics +6, Perception +5

Senses Passive Perception 15

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Languages Common plus one language

STR12
+1**DEX**18
+4**CON**14
+2**INT**11
+0**WIS**16
+3**CHA**10
+0

Traits

Unarmored Focus. The adept has Advantage on Dexterity saving throws while not wearing armor.

Flowing Footwork. Opportunity Attacks against the adept are made with Disadvantage after it hits a creature with an unarmed attack.

Actions

Multiattack. The adept makes three Unarmed Strike attacks.

Unarmed Strike. Melee Attack Roll: +6, reach 5 ft. Hit: 7 (1d6 + 4) Bludgeoning damage.

Stunning Palm (Recharge 5-6). Constitution Saving Throw: one creature hit by an Unarmed Strike this turn. Failure: The target is Stunned until the end of its next turn.

Bonus Actions

Swift Step. The adept moves up to 20 feet without provoking Opportunity Attacks.

Reactions

Deflect Blow. The adept reduces the damage from one weapon attack by 8.

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