



# Legacy

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

It's complicated.

**FLURRY OF BLOWS:** Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

**PATIENT DEFENSE:** You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

**STEP OF THE WIND:** You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

**RELENTLESS NATURE:**

- If you are below half your hit point maximum at the start of your turn, you regain 1 hit point.
- If you die, you return to life 24 hours after death. If your body is destroyed, you reform within 1 mile of the place of your death at a spot determined by the DM. If your equipment was also destroyed, you do not regain it.
- You know the distance and direction between you and any creature involved in your goal, such as a person you seek vengeance against or someone you pledged to defend. This awareness fails if the creature is on another plane of existence.

ADDITIONAL FEATURES & TRAITS

**Speleothem Spear:** This weapon appears to be made of a solid shaft of stone, closely resembling a thin stalagmite or stalagmite. A wielder attuned to this weapon is able to wield the weapon as a magical spear. At your command the Speleothem Spear can grow to be as long as 10'. At this extended length the spear functions as a pike, while maintaining the simple weapon categorization.

**Black Pearl:** This pure black sphere of some kind of stone or metal always cold to the touch. stone or metal has a number of mysterious properties. Given to you by a servant of the Raven Queen you were commanded to keep it with you always. It has been worked into a sort of headband, but may be removed.

CHARACTER BACKSTORY

TREASURE