



HOMERBREW

STREET FIGHTER

AN UNOFFICIAL FAN PRODUCT
OF THE WORLD'S MOST POPULAR
FIGHTING GAME MADE FOR THE
WORLD'S MOST POPULAR ROLEPLAYING GAME





[Street Fighter D&D 5E](#) is (was?) a blog series featuring builds for characters from the *Street Fighter* video games in *5th Edition* built using rules* from [Mists of Akuma](#), an eastern fantasy noir steampunk campaign setting. Free PDFs from its Kickstarter campaign are located [here](#) and you can [grab a copy from Storm Bunny Studios](#). The statblocks in this unofficial fan product are all reduced versions—to see the full PC builds check out my website (www.mikemyler.com).

Within are two dozen combatants from *Street Fighter* as well as several special challengers for a total of 30 different NPCs as well as 20 magic items to boot. No company associated with these various intellectual properties (or any publishers of books touched upon by this PDF) has endorsed this product. It is purely for fun and because collecting all these posts was requested of me several times by many different folks that saw the builds on my blog (mostly Redditors so if anything, we can blame Reddit—thanks Redditors).

That said my thanks goes out to all of the artists, designers, and writers that created these characters we are so fond of—you have my deepest gratitude for bringing them into being. I really couldn't tell you how many hours of my life have been spent playing *Street Fighter*. Now go deploy these builds inside your Dungeons and alongside Dragons, harrowing adventurer's with hadoukens as they track down and acquire the *Number #2 Headband*! Thanks for checking out the PDF! :D

—Mike Myler

*Rules from *Hypercorps 2099 5e* (combat pistols for Cammy and Guile), *2099 Wasteland* (the freak class for Blanka, Protoman's stuff), and *Book of Exalted Darkness* (Necalli's monk archetype) aside.

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NOTE *This is a homebrew product and not intended for sale or profit.*

It is not published under the OGL and nothing exclusively within it should be considered publishable material or viable for referencing via the OGL.

It really is just for fun.

Thank you for checking it out! :)



It's worth noting that if you need a handy dandy pre-generated character that anything in here should be legit. :) —MM

STREET FIGHTER D&D 5E AND YOU

All of the *Street Fighter D&D 5E* characters are built as PCs and for the most part aren't quite as beefy as your average monster—those are built with extra defenses and the resources of the system keep most of those out of player's hands. In some cases their magic items can bring things up to par (and indeed, PCs do get some of those) but even then a few lucky critical hits or a round of ambush with some concentrated fire can prove problematic.

With that in mind here are a few tips for making the most out of this cadre of characters!

DUELS

Facing a Street Fighter off against only one character (or even two characters that are given the option to tap in and out or fight in succession) should result in a fairly even fight between an adventurer of a level within 1 or 2 of the Street Fighter's CR. In these cases in particular make sure to offer interesting terrain (like facing off on a battleship being bombarded) and environmental effects (such as the fires of the tea house the combat breaks out in) to keep the game exciting, potentially offering something for other party members to try and deal with.

DOUBLE TROUBLE

Two Street Fighters with Challenge Ratings equal to 2 + the average party level should be a formidable fight, especially if you fight dirty—and you should. The PCs are probably going to take one target down first and there's no reason the Street Fighters won't do the same!

INSTINCTIVE FIGHTERS

When only one Street Fighter is taking on an entire party of PCs, the Street Fighter gains the following feature:

Instinctive Fighter. The Street Fighter gains Uncanny Dodge (when an attacker they can see hits them with an attack, they can use their reaction to halve the attack's damage against them) and Evasion (when they are subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw and only half damage if they fail) if they do not already have them.

In addition, each round the Street Fighter gains a number of extra reactions equal to half the number of foes it is facing. A foe is any creature (PC, animal companion, intelligent mount, conjured elemental, etc.) able to cast a damaging spell or take the attack action against the Street Fighter.

But how often will a surprise duel or dual ambush really work in the same campaign? Isn't there something cooler we can do with this big wonderful cast of iconic characters?

Yes—yes *there is*—but first let's consider how well they can be implemented into your game.



HIGH MOBILITY

Most every one of these builds clocks in at a speed of 40 ft. or better, the ability to Dash as a bonus action, and great stats for jumping around. On top of that their ACs are fairly high and so long as you aren't dealing with someone that has the Sentinel feat, they should be able to move into and out of cover or generally up and away from a mob of adventurers.

LOW-TECH

One of the best things about the *Street Fighter D&D 5E* builds are the fact that most of them aren't toting guns or anything really beyond the ken of a standard game (be that in *Mists of Akuma* or a more medieval world). If you've got monks in your setting you can probably swing these NPCs without breaking immersion.

SPELLCASTER NIGHTMARES

As far as I can tell for most games an upper-level PC is going to be sporting several decent magic items and a barbarian, fighter, or other melee-focused character may well be on equal footing with a Street Fighter of their CR—making for great duels! When they go after a party of adventurers however, it's definitely going to skew the fight in a more difficult direction if they target spellcasters first.

WELL WHAT NOW, BUDDY?

Afro Samurai is very obviously one of my favorite anime series and one of the things that endears me to it is the simple plot: *The Headband of The One*. If for some awful reason you have not seen it yet watch the whole thing (both of them!) but in a nutshell, possessing this headband makes the wearer invincible to anyone but the person wearing the *Number #2 Headband*. I wouldn't recommend *exactly* that here but a lot of the *Street Fighter D&D 5E* NPCs are sporting a pretty dope magic item—and accruing these magic items for a greater objective sounds like it is definitely worth pursuing.

What should that objective be? Fighting a boss of course! For now I recommend delving into some mythology and reskinning an existing badass high CR monster, but otherwise hit up *Hyper Score Marvel* for big badasses for PCs to fight after acquiring sacred video game relics!

WHAT ABOUT BUILDS WITHOUT A SIGNATURE MAGIC ITEM?

In these cases, impart some of that defeated or dying NPCs' *ki* (or equivalent) into an item cherished by a PC that now grants a neat (hopefully related) feature they can use between short or long rests (depending on its potency).

WAY TOO APPROPRIATE IMAGE BY
GANZOMAN ON DEVIANTART.



ABEL

Medium humanoid (ropaeo), neutral fighter 7/monk 7

Armor Class 17 (Wisdom, martial arts stance)

Hit Points 123 (7d10+7d8+42)

Speed 45 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 17 (+3) | 17 (+3) | 14 (+2) | 17 (+3) | 12 (+1) | 14 (+2) | 13 (+1) |

Saving Throws Str +9, Con +8

Skills Acrobatics +8, Athletics +9, Insight +8, Intimidation +6, Perception +8, Persuasion +6

Damage Resistances acid

Senses passive Perception 18

Languages Ropa, Soburi (Common)

Challenge 11 (7,200 XP)

Background Feature: Never Stop (Roustabout).

Abel's Haitoku score does not increase when he uses the attribute ability to avoid going unconscious.

Evasion. When Abel 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.

Feat: Grappler. Abel has advantage on attack rolls against creatures he is grappling. In addition, he can use his action to try to pin a creature grappled by him. To do so, Abel makes another grapple check. If he succeeds, he and the creature are both restrained until the grapple ends.

Ki (7 points). Abel harnesses the mystic energy of *ki* and can spend these points to fuel various *ki* features. When he spends a *ki* point, it is unavailable until he finishes a short or long rest, at the end of which he draws all of his expended *ki* back into himself. He must spend at least 30 minutes of the rest meditating to regain his *ki* points.

- **Patient Defense.** Abel can spend 1 *ki* point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** Abel can spend 1 *ki* point to take the Disengage or Dash action as a bonus action on his turn, his jump distance is doubled for the turn, he may travel through the squares of other creatures, and he does not treat squares occupied by a creature as difficult terrain.
- **Stunning Attack.** Abel can spend 1 *ki* point to attempt to stun a creature he hits with a melee weapon attack. The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of his next turn.

Martial Archetype: Combat Superiority (5d10). Abel can use only one maneuver per attack. A superiority die is expended when Abel uses a maneuver. He regains all of his expended superiority dice when he finishes a short or long rest.

- **Feinting Attack.** Abel can expend one superiority die and use a bonus action on his turn to feint, choosing one creature within 5 feet of him as his target. He has advantage on his next attack roll against that creature. If that attack hits, add the superiority die to the attack's damage roll.
- **Goading Attack.** When Abel hits a creature with a weapon attack, he can expend one superiority die to attempt to goad the target into attacking him. Abel adds the superiority die to the attack's damage roll, and the target must make a DC 17 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than Abel until the end of his next turn.
- **Lunging Attack.** When Abel makes a melee weapon attack on his turn, he can expend one superiority die to increase his reach for that attack by 5 feet. If he hits, he adds the superiority die to the attack's damage roll.
- **Maneuvering Attack.** When Abel hits a creature with a weapon attack, he can expend one superiority die to maneuver one of his comrades into a more advantageous position. He adds the superiority die to the attack's damage roll, and he chooses a friendly creature who can see or hear him. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of Abel's attack.





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- **Riposte.** When a creature misses Abel with a melee attack, he can use his reaction and expend one superiority die to make a melee weapon attack against the creature. If he hits, he adds the superiority die to the attack's damage roll.
 - **Sweeping Attack.** When Abel hits a creature with a melee weapon attack, he can expend one superiority die to attempt to damage another creature with the same attack. Abel chooses another creature within 5 feet of the original target and within his reach. If the original attack roll would hit the second creature, it takes damage equal to the number Abel rolls on his superiority die. The damage is of the same type dealt by the original attack.
 - **Trip Attack.** When Abel hits a creature with a weapon attack, he can expend one superiority die to attempt to knock the target down. He adds the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a DC 17 Strength saving throw. On a failed save, Abel knocks the target prone.
- Open Hand Technique.** Whenever Abel hits a creature with one of the attacks granted by his Flurry of Blows, he can impose one of the following effects on that target:
- It must succeed on a DC 16 Dexterity saving throw or be knocked prone.
 - It must make a Strength saving throw. If it fails, Abel can push it up to 15 feet away from him.
 - It can't take reactions until the end of Abel's next turn.

Second Wind. On his turn, Abel can use a bonus action to regain 1d10+7 hit points. Once he uses this feature, he must finish a short or long rest before he can use it again.

Stance of Breaking Stone (2). Abel has advantage on checks made to grapple a foe or to avoid being grappled.

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

Wholeness of Body (1/long rest). As an action, Abel can regain 21 hit points.

ACTIONS

Multiattack. Abel attacks three times (if attacking unarmed, he can spend his bonus action to attack a fourth time or his bonus action and 1 *ki* to flurry of blows, attacking a fourth and fifth time).

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+6) bludgeoning damage plus 3 (1d6) acid damage. When Abel hits a creature with an unarmed strike or an improvised weapon on his turn, he can use a bonus action to attempt to grapple the target.

Tornado Throw. Abel may use his action to throw a creature he is grappling. The target is thrown 1d4 times 10 feet and lands prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or takes the same damage and is knocked prone. If the saving throw is successful, the second target takes half the bludgeoning damage and isn't knocked prone.

REACTIONS

Deflect Missile. Abel can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 13 (2d6+6).

Slow Fall. Abel can use his reaction when he falls to reduce any falling damage he takes by 35.

Sky Fall. When a creature is in the air (either jumping or flying) and within Abel's reach, he may spend his reaction to make an unarmed strike against them, grappling the target on a successful hit.

AKUMA

Medium humanoid (oni-touched), lawful evil monk 16
Armor Class 19 (Wisdom, martial arts stances, prayer beads)
Hit Points 105 (16d8+32)
Speed 70 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|--------|---------|---------|---------|---------|
| 20 (+5) | 16 (+3) | 14 (+2) | 8 (-1) | 15 (+2) | 15 (+2) | 2 (-4) | 24 (+7) |

Saving Throws Str +10, Dex +8, Con +7, Int +4, Wis +7, Cha +7, Dignity +1, Haitoku +12

Skills Athletics +10, Deception +7, Insight +7, Intimidation +7, Stealth +8

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities disease, poison, mists of akuma

Senses darkvision 60 ft., passive Perception 12

Languages Adeddo, Common (Soburi), Undercommon

Challenge 16 (15,000 XP)

Background Feature: Never Stop (Roustabout).

Akuma's Haitoku score does not increase when he uses the attribute ability to avoid going unconscious.

Evasion. If Akuma 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.

Hated. Akuma is at disadvantage when making Wisdom or Charisma checks against any humanoid that doesn't also have the hated condition but he cannot suffer disadvantage on Intimidation checks.

High Haitoku. Akuma ignores the first 3 points of damage from attacks and spells but suffers disadvantage on Dignity ability checks and saving throws.

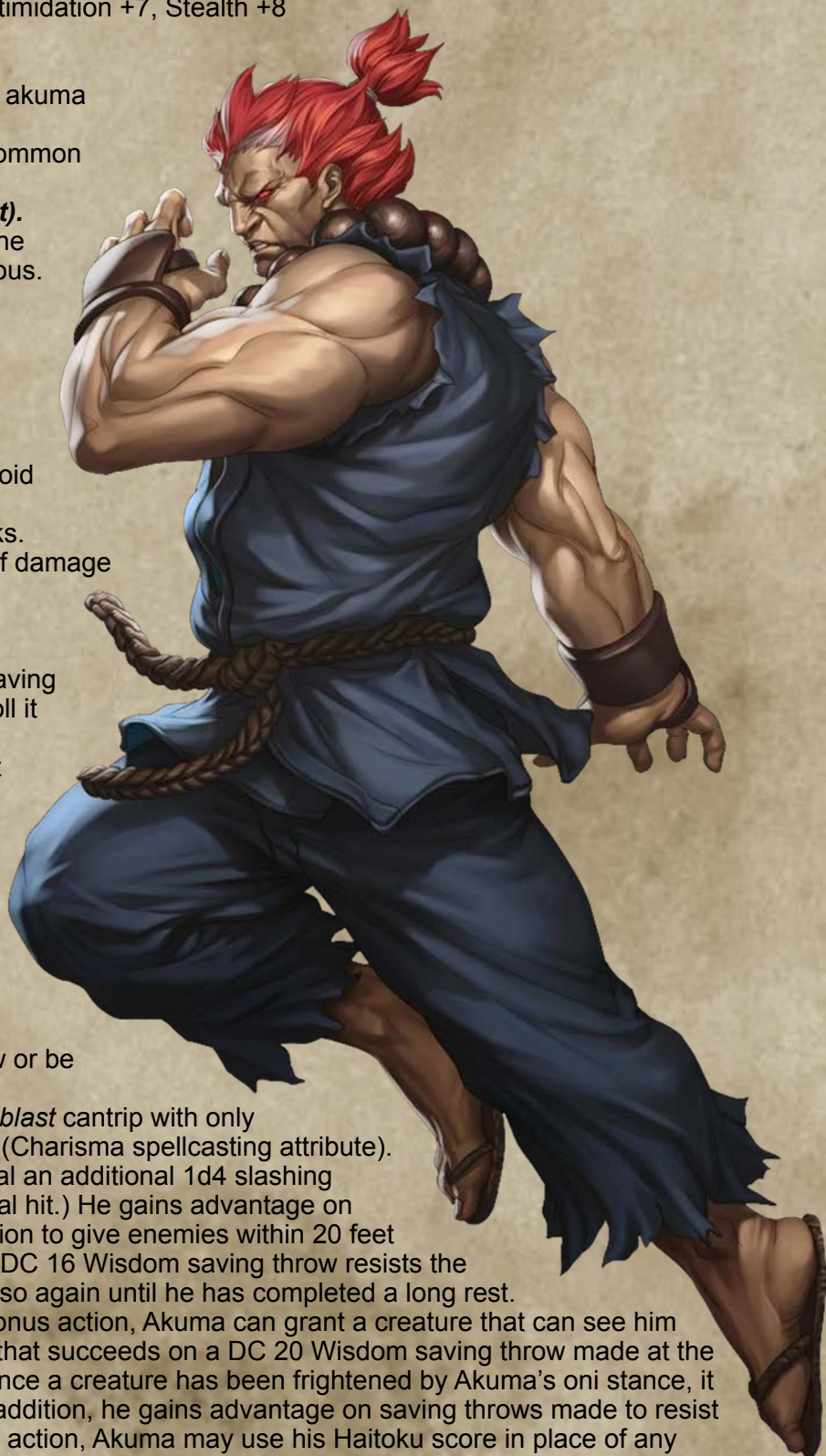
Ki (16 points).

- **Diamond Soul.** Whenever Akuma makes a saving throw and fails, he can spend 1 *ki* point to reroll it and take the second result.
- **Patient Defense.** Akuma can spend 1 *ki* point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** Akuma 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 Attack.** Akuma can spend 1 *ki* point to attempt to stun a creature she hits with a melee weapon attack. The target must succeed on a DC 15 Constitution saving throw or be stunned until the end of his next turn.

Magic Talent. Akuma is able to cast the *eldritch blast* cantrip with only somatic components and the *chill touch* cantrips (Charisma spellcasting attribute).

Stance of the Tiger's Claw. Akuma's strikes deal an additional 1d4 slashing damage (this damage is not multiplied on a critical hit.) He gains advantage on Intimidation checks and may roar as a bonus action to give enemies within 20 feet of him the frightened condition for 1d4 rounds; a DC 16 Wisdom saving throw resists the effect. After using this feature, Akuma cannot do so again until he has completed a long rest.

Stance of the Wicked Oni (3). By spending a bonus action, Akuma can grant a creature that can see him the frightened condition for 5 rounds. A creature that succeeds on a DC 20 Wisdom saving throw made at the end of each of its turns negates this condition. Once a creature has been frightened by Akuma's oni stance, it cannot be frightened by it again for 24 hours. In addition, he gains advantage on saving throws made to resist the abilities and spells of oni and by spending an action, Akuma may use his Haitoku score in place of any other one score of his choice for 5 rounds. Once he has used this feature he cannot do so again until he has finished a long rest.





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

Tongue of the Sun and Moon. Akuma understands all spoken languages and any creature that can understand a language can understand what he says.

Unarmored Movement. Akuma is able to move along vertical surfaces and across liquids on his turn without falling during the move.

ACTIONS

Multiattack. Attacks twice with his unarmed strikes (he can spend his bonus action to attack a third time or his bonus action and 1 *ki* to attack a third and fourth time). By spending his bonus action and 1 *ki* Akuma can fire 5 beams with his *eldritch blast*.

Unarmed Strike. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (1d8+1d6+1d4+7) magical bludgeoning necrotic slashing damage plus 4 (1d8) damage to humanoids.

Eldritch Blast. *Ranged Weapon Attack:* +7 to hit with 3 beams, range 120 feet, up to three targets. *Hit:* 5 (1d10) force damage per beam.

Shakunetsu Hadoken (Scorching Heat Surge Fist). Akuma is able to use his Fury of Blows monk feature in conjunction with *eldritch blast* (gaining two additional *eldritch blasts* as a bonus action) though when doing so all of his beams must target the same creature and he deals fire and necrotic damage instead of force damage. Once Akuma has used this feature, he cannot do so again for 1 minute or until he is reduced to 20 hp or less.

Shun Goku Satsu (Raging Demon; 1/long rest). As an action, Akuma may spend 6 *ki* points to become incorporeal and move towards a target enemy spending movement speed as part of this action. This movement does not provoke opportunity attacks and ignores difficult terrain. If this puts him within melee range of an enemy, a grapple attempt is made with advantage. On a success, the opponent makes a DC 15 Constitution saving throw. On a failed save, the opponent is reduced to 0 hp and knocked prone.

On a successful save, the target takes 10d10 necrotic damage and is knocked prone. Akuma's remaining movement for the turn is reduced to 0 and he cannot take reactions until the start of his next turn.

REACTIONS

Deflect Missile. Akuma can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 17 (1d8+1d6+1d4+7).

Slow Fall. Akuma can use his reaction when he falls to reduce any falling damage he takes by 80.



BALROG

Medium humanoid (human), neutral evil barbarian 5/fighter 11

Armor Class 20 (Constitution, martial arts stance)

Hit Points 178 (5d12+11d10+80)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 18 (+4) | 20 (+5) | 13 (+1) | 15 (+2) | 15 (+2) | 13 (+1) | 16 (+3) |

Saving Throws Str +10, Con +10

Skills Athletics +10, Deception +7, Intimidation +7, Perception +7, Stealth +9

Damage Resistances bludgeoning (all but psychic when raging)

Senses passive Perception 17

Languages Common (Soburi)

Challenge 15 (13,00 XP)

Action Surge (1/short rest). On his turn, Balrog can take one additional action on top of his regular action and a possible bonus action.

Background Feature: Criminal Contact.

Danger Sense. Balrog has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Feat: Charger. When Balrog uses his action to Dash, he can use a bonus action to make one melee weapon attack or to shove a creature. If he moves at least 10 feet in a straight line immediately before taking this bonus action, Balrog either gains a +5 bonus to the attack's damage roll (if he chose to make a melee attack and hit) or push the target up to 10 feet away from him (if Balrog chose to shove and he succeeds).

Stance of the Stout Boar (3). Balrog may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all his movement is in a straight line and ends with him making a melee weapon attack, and he has advantage on saving throws against effects or spells that would cause him to move.

Feat: Tavern Brawler. When Balrog hits a creature with an unarmed strike on his turn, he can use a bonus action to attempt to grapple the target.

Improved Critical. Balrog's weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable (1/long rest). Balrog can reroll a saving throw that he fails. If he does so, he must use the new roll.

Rage (3/long rest). On his turn, Balrog can enter a rage as a bonus action. While raging, he gains the following benefits if he isn't wearing heavy armor:

- He has advantage on Strength checks and Strength saving throws.
- When he makes a melee weapon attack using Strength, he gain a +2 bonus to the damage roll.
- He has resistance to all damage except psychic damage.

Balrog's rage lasts for 1 minute. It ends early if he is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also end his rage on his turn as a bonus action.

Reckless Attack. When Balrog makes his first attack on his turn, he can gain advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Remarkable Athlete. Balrog adds +3 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running long jump, the distance he can cover increases by 5 feet.

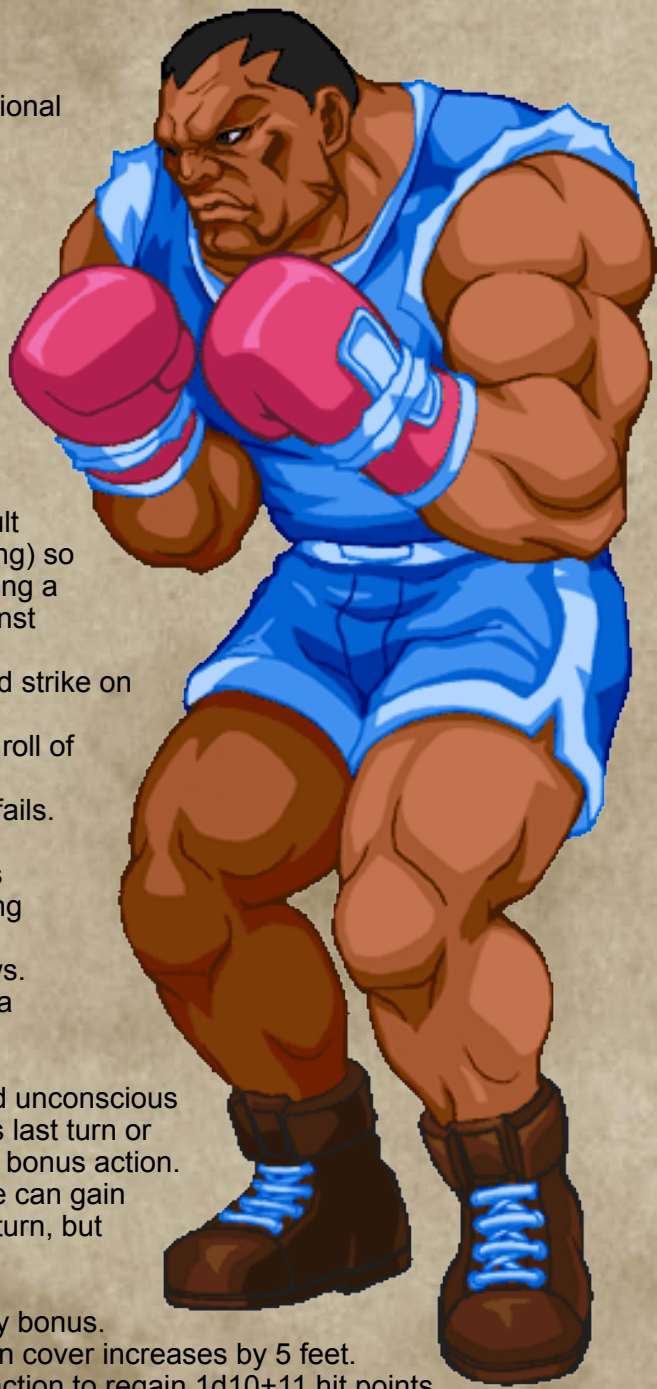
Second Wind (1/short rest). On his turn, Balrog can use a bonus action to regain 1d10+11 hit points.

ACTIONS

Multiattack. Balrog attacks four times (and can spend his bonus action to attack a fifth time).

Unarmed Strike. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (1d8+1d6+10) magical bludgeoning damage.

Balrog's Boxing Gloves. Balrog can use both options of the Charger feat in the same attack (causing a creature shoved away with the maneuver to provoke an opportunity attack). At the start of his turn Balrog can mark one enemy as his target, increasing the reach of his unarmed strike by 5 feet against the target until the start of his next turn.





BLANKA

Medium humanoid (soburi), neutral good barbarian 8/freak 8

Armor Class 23 (Constitution, natural, martial arts stances)

Hit Points 167 (9d12+7d10+2d4+72)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 18 (+4) | 18 (+4) | 11 (+0) | 13 (+1) | 12 (+1) | 13 (+1) | 11 (+0) |

Saving Throws Str +9, Con +9

Skills Athletics +9 (+14 to jump), Intimidation +6, Perception +6, Stealth +9, Survival +6

Damage Resistances lightning; bludgeoning, piercing, and slashing when raging

Condition Immunities diseases, frightened; charmed (while raging)

Senses passive Perception 16

Languages Common (Soburi), Undercommon

Challenge 13 (10,000 XP)

Background Feature: Indomitable Spirit (Pragmatist). Whenever Blanka's Haitoku score increases, he receives a Dignity saving throw against a DC equal to his current Haitoku score. On a successful save he may either avoid increasing his Haitoku score or avoid decreasing his Dignity score (but not both).

Bulk Mutations. Blanka's carrying capacity doubles and he gains 2d4 hit dice.

Danger Sense. Blanka has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Faded. For the duration of his rage, whenever Blanka takes damage from a creature that is within 5 feet of him, that creature takes 5 lightning damage. When his rage ends, Blanka suffers a level of the misted condition. These levels of the misted condition dissipate at a rate of one level per long rest and they cannot trigger his death and transformation into adeddo-oni; instead, any misted levels beyond the 7th count as levels of exhaustion that are removed when Blanka takes a long rest.

Feat: Tavern Brawler. When Blanka hits a creature with an unarmed strike or an improvised weapon on his turn, he can use a bonus action to attempt to grapple the target.

Feral Instinct. Blanka's instincts are so honed that he has advantage on initiative rolls. Additionally, if he is surprised at the beginning of combat and isn't incapacitated, he can act normally on his first turn, but only if he enters his rage before doing anything else on that turn.

Freakish Deformity. Blanka gains a +3 natural armor bonus to AC. While his skin or face are revealed, he suffers disadvantage on Charisma ability checks against humanoids that do not have a freakish deformity. The only exception to this rule are Intimidation checks, which he always makes with advantage.

Indomitable (1/short rest). Blanka can reroll a saving throw that he fails, but he must use the new roll.

Radiation Tolerance. Blanka has advantage on saving throws against radiation and treats any radiation level at half value.

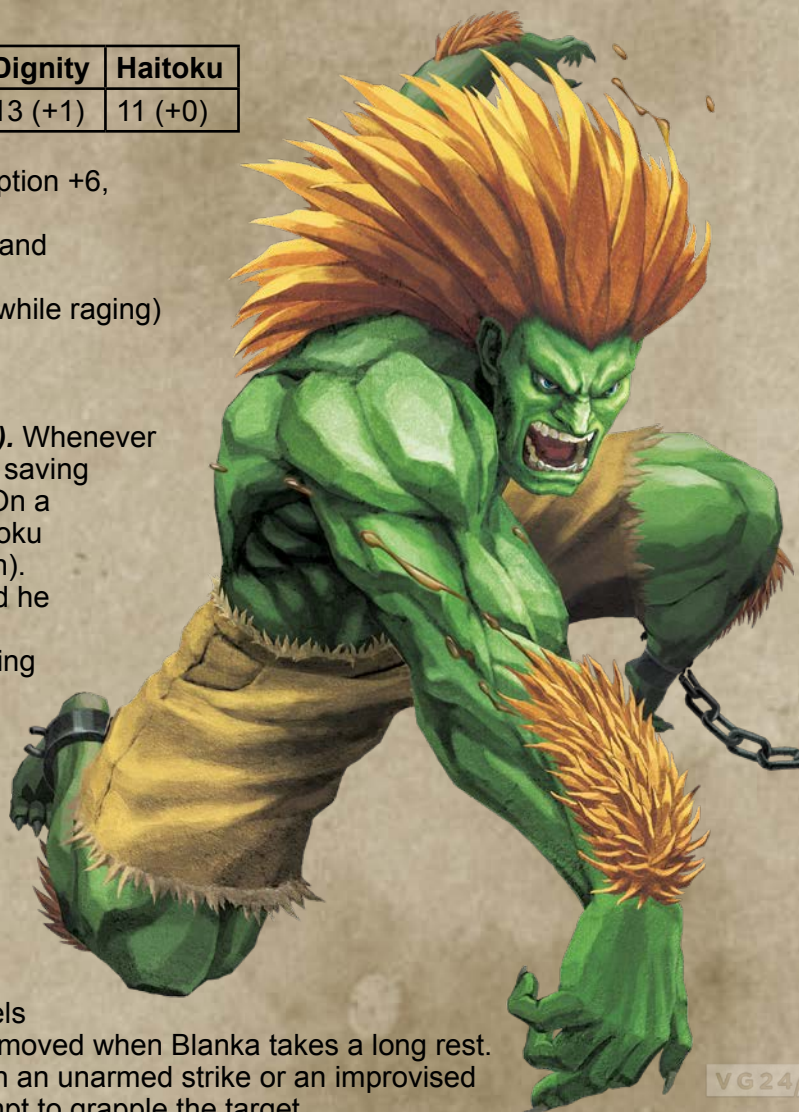
Rage (3/long rest). On his turn, Blanka can enter a rage as a bonus action. While raging, he gains the following benefits if he isn't wearing heavy armor:

- He has advantage on Strength checks and Strength saving throws.
- When he makes a melee weapon attack using Strength, he gain a +2 bonus to the damage roll.
- He has resistance to all damage except psychic damage.

Blanka's rage lasts for 1 minute. It ends early if he is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also end his rage on his turn as a bonus action.

Reckless Attack. When Blanka makes his first attack on his turn, he can gain advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Stance of the Tiger's Claw (2). Blanka's unarmed strikes deal an additional 1d6 slashing damage (this damage is not multiplied on a critical hit.) He gains advantage on Intimidation checks and checks made to disarm a foe or avoid being disarmed. In addition, Blanka may roar as a bonus action to give enemies within 20 feet of you the frightened condition for 1d4 rounds; a DC 17 Wisdom saving throw resists the effect. He cannot use this feature again until he has completed a long rest.



VG24

Stance of the Furious Storm (1). Blanka's unarmed strikes deal an additional 1d4 lightning damage (this damage is not multiplied on a critical hit).

ACTIONS

Multiattack. Blanka attacks three times.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 3 (1d6) slashing damage plus 2 (1d4) lightning damage.

Electric Thunder. While raging, when attacked Blanka can spend his reaction generating electrical charge. Until the start of his next turn, attacks made against him have advantage but all creatures and objects that start their turn within 5 feet of Blanka or pass within 5 feet of Blanka take (22) 5d8 lightning damage.

Rolling Attack. When Blanka moves at least 10 feet in a straight line immediately before attacking a creature with his unarmed strike, he gains a +5 bonus to the attack's damage roll and he pushes the target up to 10 feet away from him.



Cammy

Medium humanoid (human), lawful good monk 5/fighter 10

Armor Class 20 (Wisdom, martial arts stances)

Hit Points 137 (5d8+10d10+60)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 20 (+5) | 18 (+4) | 15 (+2) | 18 (+4) | 15 (+2) | 11 (+1) | 9 (-1) |

Saving Throws Str +7, Dex +10

Skills Acrobatics +10 (advantage), Athletics +7, Intimidation +7, Stealth +10

Tools alchemist's supplies, gaming set, tinker's tools, vehicle (land)

Damage Resistances piercing

Senses passive Perception 14

Languages Ceramian, Ropaeo, Soburi

Challenge 10 (5,900 XP)

Action Surge (1/short rest). On her turn, Cammy can take an additional action on top of her regular action and a possible bonus action.

Indomitable (1/long rest). Cammy can reroll a saving throw that she fails. If she does so, she must use the new roll.

Ki (5 points).

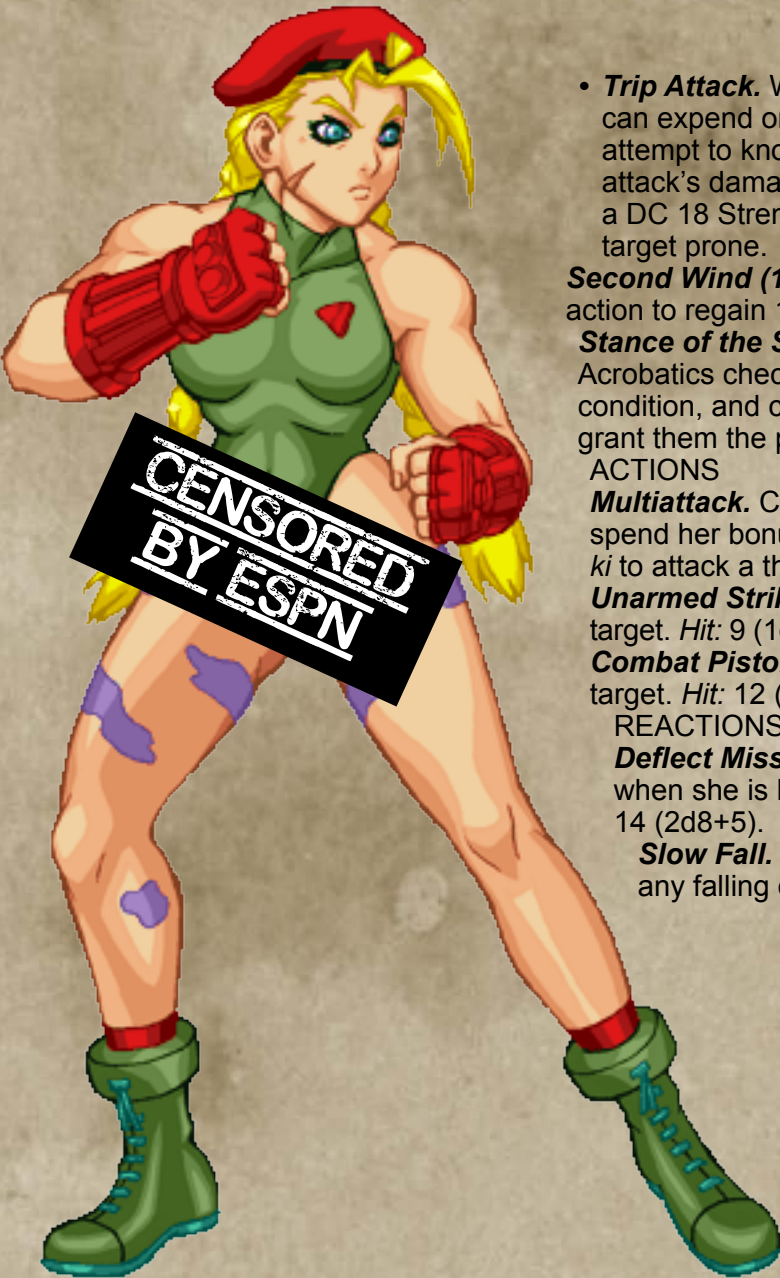
- **Patient Defense.** Cammy can spend 1 *ki* point to take the Dodge action as a bonus action on her turn.
- **Step of the Wind.** Cammy can spend 1 *ki* point to take the Disengage or Dash action as a bonus action on her turn, and her jump distance is doubled for the turn.
- **Stunning Attack.** Cammy can spend 1 *ki* point to attempt to stun a creature she hits with a melee weapon attack. The target must succeed on a DC 17 Constitution saving throw or be stunned until the end of her next turn.

Know Your Enemy. If Cammy spends at least 1 minute observing or interacting with another creature outside combat, she can learn certain information about its capabilities compared to her own. The GM reveals if the creature is your equal, superior, or inferior in regard to two of the following characteristics of her choice: Strength score, Dexterity score, Constitution score, Armor Class, Current hit points, Total class levels (if any), Fighter class levels (if any).

Martial Archetype: Combat Superiority (5d10). Cammy can use only one maneuver per attack. A superiority die is expended when Cammy uses a maneuver. She regains all of her expended superiority dice when she finishes a short or long rest.

- **Disarming Attack.** When Cammy hits a creature with a weapon attack, she can expend one superiority die to attempt to disarm the target, forcing it to drop one item of her choice that it's holding. She adds the superiority die to the attack's damage roll, and the target must make a DC 18 Strength saving throw. On a failed save, it drops the object she chose. The object lands at its feet.
- **Evasive Footwork.** When Cammy moves, she can expend one superiority die, rolling the die and adding the number rolled to your AC until she stops moving.
- **Maneuvering Attack.** When Cammy hits a creature with a weapon attack, she can expend one superiority die to maneuver one of her comrades into a more advantageous position. She adds the superiority die to the attack's damage roll, and she chooses a friendly creature who can see or hear her. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of Cammy's attack.
- **Parry.** When another creature damages Cammy with a melee attack, she can use her reaction and expend one superiority die to reduce the damage by the number she rolls on her superiority die + 5.
- **Pushing Attack.** When Cammy hits a creature with a weapon attack, she can expend one superiority die to attempt to drive the target back. She adds the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a DC 18 Strength saving throw. On a failed save, Cammy pushes the target up to 15 feet away from her.
- **Sweeping Attack.** When Cammy hits a creature with a melee weapon attack, she can expend one superiority die to attempt to damage another creature with the same attack. She chooses another creature within 5 feet of the original target and within her reach. If the original attack roll would hit the second creature, it takes damage equal to the number she rolls on her superiority die. The damage is of the same type dealt by the original attack.





- **Trip Attack.** When Cammy hits a creature with a weapon attack, she can expend one superiority die to attempt to knock the target down. She adds the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a DC 18 Strength saving throw. On a failed save, Cammy knocks the target prone.

Second Wind (1/short rest). On her turn, Cammy can use a bonus action to regain 1d10+10 hit points.

Stance of the Striking Serpent (3). Cammy has advantage on Acrobatics checks, advantage on checks and saves to avoid the prone condition, and creatures are at disadvantage to resist her attempts to grant them the prone condition.

ACTIONS

Multiattack. Cammy attacks twice (if attacking unarmed, she can spend her bonus action to attack a third time or her bonus action and 1 ki to attack a third and fourth time).

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage plus 4 (1d8) piercing damage.

Combat Pistol. *Ranged Weapon Attack:* +12 to hit, range 100/400, one target. *Hit:* 12 (2d6+5) bludgeoning and piercing damage.

REACTIONS

Deflect Missile. Cammy can spend her reaction to strike a missile when she is hit by a ranged weapon attack, reducing its damage by 14 (2d8+5).

Slow Fall. Cammy can use her reaction when she falls to reduce any falling damage she takes by 25.



CHUN-LI

Medium humanoid (human soburi), lawful good monk 12/rogue 3

Armor Class 23 (Wisdom, martial arts stances)

Hit Points 97 (15d8+30)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 18 (+4) | 15 (+2) | 16 (+3) | 16 (+3) | 13 (+1) | 18 (+4) | 14 (+2) |

Saving Throws Str +6, Dex +9

Skills Acrobatics +14 (advantage), Athletics +6, Insight +13, Investigation +13, Perception +13, Stealth +9, Survival +8

Damage Resistances force, piercing

Damage Immunities poison

Condition Immunities disease, poisoned

Senses passive Perception 23

Languages Common (Soburi)

Challenge 11 (7,200 XP)

Background Feature (Pragmatist): Indomitable Spirit.

Whenever Chun-Li's Haitoku score increases, she receives a Dignity saving throw against a DC equal to her current Haitoku score. On a successful save she may either avoid increasing her Haitoku score or avoid decreasing her Dignity score (but not both).

Cunning Action. Chun-Li can take a bonus action on each of her turns in combat to take the Dash, Disengage, or Hide action.

Evasion. If Chun-Li is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Investigative Nature (5 points). Chun-Li may spend an investigation point as a reaction to add +1d4 to a skill check chosen from the following list: Acrobatics, Athletics, Arcana, History, Investigation, Nature, or Religion. She may choose to spend an investigation point after the die has been rolled but must do so before the results are revealed. She regains any expended investigation points when she finishes a short or long rest.

Ki (12 points).

- **Patient Defense.** Chun-Li can spend 1 ki point to take the Dodge action as a bonus action on her turn.
- **Step of the Wind.** Chun-Li 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.
- **Stunning Attack.** Chun-Li can spend 1 ki point to attempt to stun a creature she hits with a melee weapon attack. The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of her next turn.
- **Hyakuretsu Kyaku.** Chun-Li spends 1 ki and an action planting one leg onto the ground, using the other to lash out with lightning strikes that pummel whatever gets within range. Until the beginning of her next turn, any creature that enters or starts its turn in the area (any squares in a 180 degree arc in the direction Chun-Li is facing and within her reach) takes 33 (2d10+4d8+4) bludgeoning, piercing, and force damage. A DC 16 Dexterity saving throw made with disadvantage reduces this damage by half, but failure by 5 or more causes a creature to take double damage instead.
- **Kikkoken.** By spending 1 ki and focusing her power as an action, Chun-Li unleashes a lethal ball of energy with a range of 50/100, dealing 85 (15d10+3) force damage on a successful hit and forcing the target to make a DC 16 Constitution saving throw or be knocked prone and stunned for 1 round.

Sneak Attack 2d6 (1/turn). Chun-Li deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Stance of the Inner Force (3). Chun-Li has advantage on saving throws to avoid taking force damage and is able to cast the *mage hand* cantrip without the need for verbal components, requiring only a bonus action to control the hand.

Stance of the Striking Serpent (3). Chun-Li gains advantage on Acrobatics checks, checks and saves to avoid the prone condition, and creatures are at disadvantage to resist her attempts to grant them the prone condition.



Unarmored Movement. Chun-Li is able to move along vertical surfaces and across liquids on her turn without falling during the move.

ACTIONS

Multiattack. Chun-Li attacks twice with her unarmed strike (if attacking unarmed, she can spend her bonus action to attack a third time or her bonus action and 1 ki to attack a third and fourth time).

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) magical bludgeoning damage, 4 (1d8) piercing damage, and 4 (1d8) force damage.

Kikkoken. *Ranged Weapon Attack:* +9 to hit, range 50/100, one target. *Hit:* 85 (15d10+3) force damage and the target makes a DC 16 Constitution saving throw or is knocked prone and stunned for 1 round.

Headstomp. When making her first attack in the round, Chun-Li may make a Dexterity (Acrobatics) check against a target creature's AC as long as she moves at least 5 feet. On a success, she gains advantage on her first attack roll and if she hits, it becomes a critical hit (dealing her sneak attack damage because of advantage). After a successful hit she can make another Dexterity (Acrobatics) check and move up to 20 feet, using the check result as her AC against any opportunity attacks provoked by her movement before she lands.

REACTIONS

Deflect Missile. Chun-Li can spend her reaction to strike a missile when she is hit by a ranged weapon attack, reducing its damage by 18 (1d10+2d8+4).

Slow Fall. Chun-Li can use her reaction when she falls to reduce any falling damage she takes by 60.



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CODY

Medium humanoid, chaotic neutral rogue 8/fighter 6/barbarian 1

Armor Class 18 (martial arts stance, unarmored defense)

Hit Points 135 (8d8+6d10+1d12+60)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 16 (+3) | 19 (+4) | 13 (+1) | 14 (+2) | 14 (+2) | 8 (-1) | 12 (+1) |

Saving Throws Dexterity +8, Intelligence +4

Skills Athletics +13, Deception +13, Insight +7, Intimidation +7, Investigation +6, Perception +7, Sleight of Hand +13, Stealth +13

Tools gaming set, disguise kit, thieves' tools

Damage Resistances bludgeoning; piercing and slashing while raging

Senses passive Perception 17

Languages Ropa, Soburi (Common)

Challenge 10 (5,900 XP)

Background Feature: Never Stop (Roustabout). Cody's Haitoku score does not increase when he uses the attribute ability to avoid going unconscious.

Action Surge (1/short rest). On his turn, Cody can take an additional action on top of his regular action and a possible bonus action.

Cunning Action. Cody can take a bonus action on each of his turns in combat to take the Dash, Disengage, or Hide action, to make a Dexterity (Sleight of Hand) check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action. Cody can also spend his cunning action to make a Charisma (Deception) check opposed by the Wisdom (Insight) check of a creature within 15 feet. If he succeeds, he gains advantage against the target and may deal sneak attack damage to it (even if Cody has already dealt sneak attack damage that turn).

Alternatively, Cody can spend his cunning action to gather grit, dust, sand, dirt, or other material off the ground with his chains, flinging them at his opponent and forcing them to make a DC 16 Constitution saving throw or be blinded for 1 round.

Evasion. If Cody 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.

Feat: Tavern Brawler. When Cody hits a creature with an unarmed strike, improvised weapon, or chain on his turn, he can use a bonus action to attempt to grapple the target.

Fighting Style: Great Weapon Fighting. When Cody rolls a 1 or 2 on a damage die for an attack he makes with his chain, he can reroll the die and must use the new roll.

Rage (2/long rest). On his turn, Cody can enter a rage as a bonus action. While raging, he gains the following benefits if he isn't wearing heavy armor:

He has advantage on Strength checks and Strength saving throws.

When he makes a melee weapon attack using Strength, he gain a +2 bonus to the damage roll.

He has resistance to all damage except psychic damage.

Cody's rage lasts for 1 minute. It ends early if he is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also end his rage on his turn as a bonus action.

Second-Story Work. When Cody makes a running jump, the distance he covers increases by 5 feet.

Second Wind (1/short rest). On his turn, Cody can use a bonus action to regain 1d10+6 hit points.

Sneak Attack 4d6 (1/turn). Cody deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Stance of the Stout Boar (3). Cody may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all his movement is in a straight line and ends with him making a melee weapon attack, and he has advantage on saving throws against effects or spells that would cause him to move.

ACTIONS

Multiattack. Cody attacks twice and can spend his bonus action to make an additional attack with his chains. Cody's weapon attacks score a critical hit on a roll of 19 or 20.

Chain. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 13 (2d8+4) magical bludgeoning damage.

Dagger. Melee Weapon Attack: +9 to hit, reach 5 ft. (range 20/40), one target. **Hit:** 8 (2d4+3) piercing damage.

Unarmed. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 11 (1d6+1d8+3) bludgeoning damage.

Stone. Ranged Weapon Attack: +8 to hit, range 20/40, one target. **Hit:** 5 (1d4+3) bludgeoning damage.

Zonk Knuckle (Recharge 6). Using the momentum granted by pounds of heavy metal, Cody delivers a powerful blow. On a successful hit, he deals 21 (6d6) extra damage with either a chain or unarmed attack.

REACTIONS

Uncanny Dodge. When an attacker that Cody can see hits him with an attack, he can use his reaction to halve the attack's damage against him.



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DAN

Medium humanoid (soburi), neutral rogue 5/fighter 8

Armor Class 17 (martial arts stance)

Hit Points 118 (5d8+8d10+52)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|--------|---------|---------|---------|---------|
| 13 (+1) | 18 (+4) | 18 (+4) | 9 (-1) | 10 (+0) | 19 (+4) | 16 (+3) | 14 (+2) |

Saving Throws Dex +9, Int +4

Skills Athletics +11, Deception +9, Perception +5, Performance +14, Persuasion +9, Stealth +9

Tools calligraphy kit, thieves' tools

Senses passive Perception 15

Languages Ceram, Soburi (Common)

Challenge 6 (2,300 XP)

Background Feature: Never Stop (Roustabout). Dan's Haitoku score does not increase when he uses the attribute ability to avoid going unconscious.

Action Surge (1/short rest). On his turn, Dan can take an additional action on top of his regular action and a possible bonus action.

Cunning Action. Dan can take a bonus action on each of his turns in combat to take the Dash, Disengage, or Hide action, to make a Dexterity (Sleight of Hand) check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Feat: Shameless Combatant (5/long rest). Dan may insult and dishonor one opponent who can hear him as a bonus action, forcing them to make a DC 15 Dignity saving throw. If the target fails, they must approach Dan or one of his allies on their next turn and attack to the best of their abilities.

Feat: Tavern Brawler. When Dan hits a creature with an unarmed strike or an improvised weapon on his turn, he can use a bonus action to attempt to grapple the target.

Fighting Style: Dueling. Dan gains a +2 bonus to damage with his unarmed strikes or when wielding a weapon in only one hand.

Know Your Enemy. If Dan spends at least 1 minute observing or interacting with another creature outside combat, he can learn certain information about its capabilities compared to his own. The GM reveals if the creature is his equal, superior, or inferior in regard to two of the following characteristics of his choice: Strength score, Dexterity score, Constitution score, armor class, current hit points, total class levels (if any), fighter class levels (if any).

Martial Archetype: Combat Superiority (5d10). Dan can use only one maneuver per attack. A superiority die is expended when Dan uses a maneuver. He regains all of his expended superiority dice when he finishes a short or long rest.

- **Distracting Strike.** When Dan hits a creature with a weapon attack, he can expend one superiority die to distract the creature, giving his allies an opening. He adds the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than him has advantage if the attack is made before the start of Dan's next turn.
- **Evasive Footwork.** When Dan moves, he can expend one superiority die, rolling the die and adding the number rolled to your AC until he stops moving.
- **Feinting Attack.** Dan can expend one superiority die and use a bonus action on his turn to feint, choosing one creature within 5 feet of him as his target. He has advantage on his next attack roll against that creature. If that attack hits, add the superiority die to the attack's damage roll.
- **Goaded Attack.** When Dan hits a creature with a weapon attack, he can expend one superiority die to attempt to goad the target into attacking him. Dan adds the superiority die to the attack's damage roll, and the target must make a DC 17 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than Dan until the end of his next turn.
- **Trip Attack.** When Dan hits a creature with a weapon attack, he can expend one superiority die to attempt to knock the target down. He adds the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a DC 18 Strength saving throw. On a failed save, Dan knocks the target prone.



Second-Story Work. When Dan makes a running jump, the distance he covers increases by 5 feet.

Second Wind (1/short rest). On his turn, Dan can use a bonus action to regain 1d10+8 hit points.

Sneak Attack 3d6 (1/turn). Dan deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and he doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Dan attacks twice when he takes the attack action.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 8 (1d4+6) bludgeoning damage.

Thrown Object. *Ranged Weapon Attack:* +9 to hit, range (20/40), one target.

Hit: 6 (1d4+4) bludgeoning, piercing, or slashing damage (depending on the type of object).

REACTIONS

Uncanny Dodge. When an attacker that Dan can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NEW MARTIAL ARTS STANCE

Strongest Stance

Prerequisites: Cha 13, Dignity 13

You believe that (despite being told that a "self-taught" discipline is ridiculous) the best style of martial arts is learned from your own body and you take that confidence into the ring whenever you fight. You gain the following benefits:

- You may use Charisma when calculating your bonuses to attack and damage with unarmed strikes.
- You are able to throw any object that fits into your hand with impeccable skill, turning it into a thrown weapon (range 20/40) that deals 1d4 damage. You may use Charisma when calculating your bonuses to attack and damage rolls with such improvised weapons.
- Your armor class becomes 10 + your Dexterity modifier + half your Charisma modifier (+1 from this martial arts stance).
- You are able to use the Fighting Style: Dueling feature with unarmed strikes.

Unlike other Martial Arts Stances, this feat may only be selected once, you cannot use it in conjunction with other martial arts stances, and after learning this martial arts stance you cannot learn any new ones.



DEEJAY

Medium humanoid (soburi), neutral good monk 8 / fighter 7

Armor Class 19 (Wisdom, martial arts stances)

Hit Points 123 (8d8+7d10+45)

Speed 45 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 19 (+4) | 16 (+3) | 12 (+1) | 16 (+3) | 15 (+2) | 16 (+3) | 12 (+1) |

Saving Throws Str +8, Dex +9

Skills Acrobatics +9, Athletics +8, Insight +8, Performance +7, Stealth +9

Tools guitar, maracas

Damage Resistances bludgeoning, thunder

Condition Immunities diseases, poisoned

Senses passive Perception 13

Languages Ceramian, Soburi (Common)

Challenge 12 (8,400 XP)

Evasion. If Deejay 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.

Feat: Sentinel. When Deejay hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from Deejay even if they take the Disengage action before leaving his reach.

Ki (8 points).

- **Patient Defense.** Deejay can spend 1 *ki* point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** Deejay 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 Attack.** Deejay can spend 1 *ki* point to attempt to stun a creature he hits with a melee weapon attack. The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of his next turn.

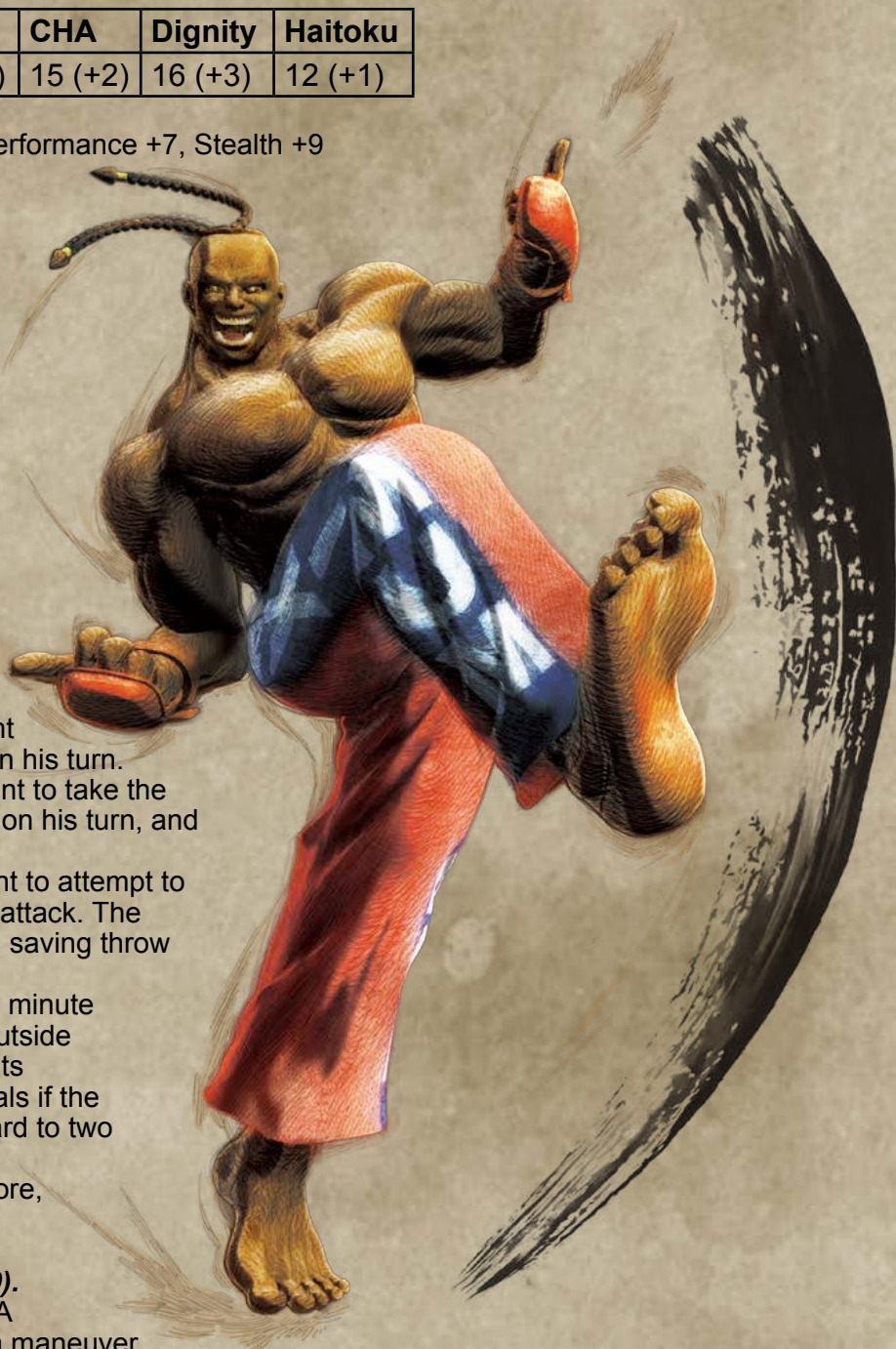
Know Your Enemy. If Deejay spends at least 1 minute observing or interacting with another creature outside combat, he can learn certain information about its capabilities compared to his own. The GM reveals if the creature is his equal, superior, or inferior in regard to two of the following characteristics of his choice: Strength score, Dexterity score, Constitution score, armor class, current hit points, total class levels (if any), fighter class levels (if any).

Martial Archetype: Combat Superiority (5d10).

Deejay can use only one maneuver per attack. A superiority die is expended when Deejay uses a maneuver.

He regains all of his expended superiority dice when he finishes a short or long rest.

- **Evasive Footwork.** When Deejay moves, he can expend one superiority die, rolling the die and adding the number rolled to his AC until he stops moving.
- **Feinting Attack.** Deejay can expend one superiority die and use a bonus action on his turn to feint, choosing one creature within 5 feet of him as his target. He has advantage on his next attack roll against that creature. If that attack hits, add the superiority die to the attack's damage roll.
- **Goadng Attack.** When Deejay hits a creature with a weapon attack, he can expend one superiority die to attempt to goad the target into attacking him. Deejay adds the superiority die to the attack's damage roll, and the target must make a DC 17 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other Deejay you until the end of his next turn.
- **Jackknife Maximum.** Deejay can expend one superiority die and use a bonus action to make a melee attack against any number of creatures within 10 feet of him, with a separate attack roll for each target.
- **Lunging Attack.** When Deejay makes a melee weapon attack on his turn, he can expend one superiority die to increase his reach for that attack by 5 feet. If he hits, he adds the superiority die to the attack's damage roll.



- **Riposte.** When a creature misses Deejay with a melee attack, he can use his reaction and expend one superiority die to make a melee weapon attack against the creature. If he hits, he adds the superiority die to the attack's damage roll.
- **Sweeping Attack.** When Deejay hits a creature with a melee weapon attack, he can expend one superiority die to attempt to damage another creature with the same attack. Deejay chooses another creature within 5 feet of the original target and within his reach. If the original attack roll would hit the second creature, it takes damage equal to the number Deejay rolls on his superiority die. The damage is of the same type dealt by the original attack.
- **Trip Attack.** When Deejay hits a creature with a weapon attack, he can expend one superiority die to attempt to knock the target down. He adds the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a DC 17 Strength saving throw. On a failed save, Deejay knocks the target prone.

Second Wind (1/short rest). On his turn, Deejay can use a bonus action to regain 1d10+7 hit points.

Stance of the Bellowing Gale (2). Once per turn Deejay may move a target he hits with a melee attack up to 10 feet directly away from him (regardless of the target's size).

Stance of the Stout Boar (3). Deejay may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all his movement is in a straight line and ends with him making a melee weapon attack, and he has advantage on saving throws against effects or spells that would cause him to move.



ACTIONS

Multiattack. Deejay attacks 3 times. If using unarmed strikes he can spend a bonus action to attack a fourth time, or a bonus action and 1 *ki* to attack a fourth and fifth time.

Unarmed. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) magical bludgeoning damage plus 3 (1d6) thunder damage.

Air Slasher. Deejay can spend a bonus action gathering his power, storing it. On his next turn as long as he has not been stunned, Deejay can unleash a sonic boom that travels 100 feet in a 5-ft.-line. Any creature in the path of the sonic boom takes 88 (16d10) thunder damage. A DC 17 Dexterity saving throw halves this damage.

REACTIONS

Deflect Missile. Deejay can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 18 (2d8+1d6+6).

Slow Fall. Deejay can use his reaction when he falls to reduce any falling damage he takes by 40.

Sentinel Feat. When a creature within 5 feet of Deejay makes an attack against a target other than him (and that target doesn't have this feat), Deejay can use his reaction to make a melee weapon attack against the attacking creature.



DHALSIM

Medium humanoid (soburi), neutral good monk 15

Armor Class 21 (Wisdom, martial arts stance)

Hit Points 146 (15d8+75)

Speed 55 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 20 (+5) | 20 (+5) | 13 (+1) | 20 (+5) | 13 (+1) | 13 (+1) | 8 (-1) |

Saving Throws all (+5 proficiency bonus)

Skills Athletics +7, Insight +10, Medicine +10, Religion +6, Stealth +10

Damage Immunities poison, fire

Condition Immunities diseased, poisoned

Senses passive Perception 15

Languages Soburi (Common)

Challenge 12 (8,400 XP)

Elemental Attunement: Flame. Dhalsim can use his action to briefly control elemental forces nearby, causing one of the following effects of his choice:

- Create a harmless, instantaneous sensory effect related to air, earth, fire, or water, such as a shower of sparks, a puff of wind, a spray of light mist, or a gentle rumbling of stone.
- Instantaneously light or snuff out a candle, a torch, or a small campfire.
- Chill or warm up to 1 pound of nonliving material for up to 1 hour.
- Cause fire that can fit within a 1-foot cube to shape itself into a crude form he designates for 1 minute.

Evasion. If Dhalsim 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.

Ki (15 points).

- **Diamond Soul.** Whenever Dhalsim makes a saving throw and fails, he can spend 1 ki point to reroll it and take the second result.
- **Fangs of the Fire Snake.** When Dhalsim uses the Attack action on his turn, he can spend 1 ki point to cause tendrils of flame to stretch out from his fists and feet. Dhalsim's reach with his unarmed strikes increases by 10 feet for that action, as well as the rest of the turn. A hit with such an attack deals fire damage instead of bludgeoning damage, and if he spends 1 ki point when the attack hits, it also deals an extra 1d10 fire damage.
- **Patient Defense.** Dhalsim can spend 1 ki point to take the Dodge action as a bonus action on his turn.
- **Ride the Wind.** Dhalsim can spend 4 ki points to cast *fly*, targeting himself.
- **Step of the Wind.** Dhalsim 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 Attack.** Dhalsim can spend 1 ki point to attempt to stun a creature he hits with a melee weapon attack. The target must succeed on a DC 18 Constitution saving throw or be stunned until the end of his next turn.
- **Sweeping Cinder Strike.** Dhalsim can spend 2 ki points to cast *burning hands*.
- **Yoga Fire.** When Dhalsim activates sweeping cinder strike it creates 1 free charge use of the feature. He can activate this use without spending an additional ki. Alternatively, a creature that fails its saving throw is knocked prone.
- **Yoga Flame.** By spending 1 ki, Dhalsim can spit a ball of flame (range 30/60) that deals 70 (10d12+5) fire damage.



Stance of Fire's Eternal Vengeance (3). As an action, Dhalsim can erupt with the fury of his inner fire, dealing 10d8 points of fire damage to all creatures and objects within 15 feet. A DC 18 Dexterity saving throw reduces this damage by half. Dhalsim cannot use this feature again until he has completed a long rest.

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

Tongue of the Sun and Moon. Dhalsim understands all spoken languages and any creature that can understand a language can understand what he says.

Unarmored Movement. Dhalsim is able to move along vertical surfaces and across liquids on his turn without falling during the move.

ACTIONS

Multiattack. Dhalsim attacks twice with his unarmed strike (he can spend his bonus action to attack a third time or his bonus action and 1 *ki* to attack a third and fourth time).

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (1d10+8) magical bludgeoning damage plus 4 (1d8) fire damage.

Yoga Flame. *Ranged Weapon Attack:* +10 to hit, range (30/60), one target. *Hit:* 70 (10d12+5) fire damage and DC 18 Constitution saving throw or knocked prone.

Yoga Dive. When making his first attack in the round, Dhalsim may make a Strength (Athletics) check against a target creature's AC as long as he moves at least 5 feet. On a success, he gains advantage on his first attack roll and if he hits, it becomes a critical hit (if it would be a natural critical hit it deals 10 extra damage). After a successful hit he can make another Strength (Athletics) check and move up to 20 feet, using the check result as his AC against any opportunity attacks provoked by his movement before he lands.

Yoga Strike. Dhalsim can spend an action to make an unarmed strike at a target within 30 feet, dealing double his normal damage on a successful hit. A creature hit by this attack makes a Constitution saving throw or is knocked prone.

REACTIONS

Deflect Missile. Dhalsim can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 18 (1d10+1d8+8).

Slow Fall. Dhalsim can use his reaction when he falls to reduce any falling damage he takes by 75.



E. HONDA

Medium humanoid (soburi), lawful good monk (martial artist) 3/fighter (battlemaster) 13

Armor Class 16 (Wisdom, martial arts stances)

Hit Points 159 (3d8+13d10+64)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 14 (+2) | 18 (+4) | 11 (+0) | 16 (+3) | 13 (+1) | 18 (+4) | 9 (-1) |

Saving Throws Str +9, Dex +7

Skills Athletics +9, History +5, Insight +8

Damage Resistances bludgeoning

Senses passive Perception 13

Languages Soburi (Common)

Challenge 11 (7,200 XP)

Action Surge (1/short rest). On his turn, E. Honda can take one additional action on top of his regular action and a possible bonus action.

Indomitable (2/long rest). E. Honda can reroll a saving throw that he fails. If he does so, he must use the new roll.

Ki (3 points).

- **Patient Defense.** E. Honda can spend 1 *ki* point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** E. Honda 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.

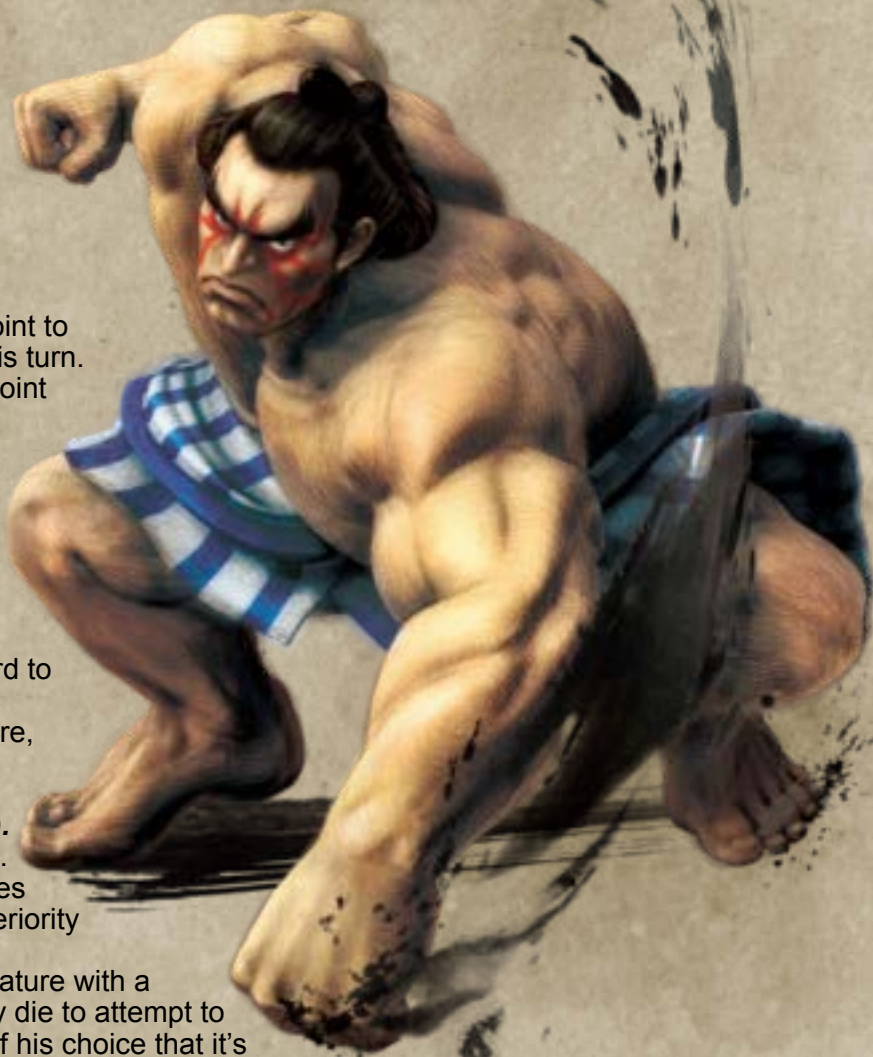
Know Your Enemy. If E. Honda spends at least 1 minute observing or interacting with another creature outside combat, he can learn certain information about its capabilities compared to his own. The GM reveals if the creature is his equal, superior, or inferior in regard to two of the following characteristics of his choice: Strength score, Dexterity score, Constitution score, armor class, current hit points, total class levels (if any), fighter class levels (if any).

Martial Archetype: Combat Superiority (6d10).

E. Honda can use only one maneuver per attack.

A superiority die is expended when E. Honda uses a maneuver. He regains all of his expended superiority dice when he finishes a short or long rest.

- **Disarming Attack.** When E. Honda hits a creature with a weapon attack, he can expend one superiority die to attempt to disarm the target, forcing it to drop one item of his choice that it's holding. He adds the superiority die to the attack's damage roll, and the target must make a DC 18 Strength saving throw. On a failed save, it drops the object he chose. The object lands at its feet.
- **Distracting Strike.** When E. Honda hits a creature with a weapon attack, he can expend one superiority die to distract the creature, giving his allies an opening. He adds the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than him has advantage if the attack is made before the start of E. Honda's next turn.
- **Goaded Attack.** When E. Honda hits a creature with a weapon attack, he can expend one superiority die to attempt to goad the target into attacking him. E. Honda adds the superiority die to the attack's damage roll, and the target must make a DC 18 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than E. Honda until the end of his next turn.
- **Lunging Attack.** When E. Honda makes a melee weapon attack on his turn, he can expend one superiority die to increase his reach for that attack by 5 feet. If he hits, he adds the superiority die to the attack's damage roll.
- **Maneuvering Attack.** When E. Honda hits a creature with a weapon attack, he can expend one superiority die to maneuver one of his comrades into a more advantageous position. He adds the superiority die to the attack's damage roll, and he chooses a friendly creature who can see or hear her. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of E. Honda's attack.



- **Menacing Attack.** When E. Honda hits a creature with a weapon attack, he can expend one superiority die to attempt to frighten the target. He adds the superiority die to the attack's damage roll, and the target must make a DC 17 Wisdom saving throw. On a failed save, it is frightened of E. Honda until the end of his next turn.
- **Pushing Attack.** When E. Honda hits a creature with a weapon attack, he can expend one superiority die to attempt to drive the target back. He adds the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a DC 17 Strength saving throw. On a failed save, E. Honda pushes the target up to 15 feet away from him.
- **Sweeping Attack.** When E. Honda hits a creature with a melee weapon attack, he can expend one superiority die to attempt to damage another creature with the same attack. He chooses another creature within 5 feet of the original target and within his reach. If the original attack roll would hit the second creature, it takes damage equal to the number he rolls on his superiority die. The damage is of the same type dealt by the original attack.
- **Trip Attack.** When E. Honda hits a creature with a weapon attack, he can expend one superiority die to attempt to knock the target down. He adds the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a DC 17 Strength saving throw. On a failed save, E. Honda knocks the target prone.

Relentless. When E. Honda rolls initiative and has no superiority dice remaining, he regains 1 superiority die.

Second Wind (1/short rest). On his turn, E. Honda can use a bonus action to regain 1d10+13 hit points.

Stance of the Stout Boar (3). E. Honda may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all his movement is in a straight line and ends with him making a melee weapon attack, and he has advantage on saving throws against effects or spells that would cause him to move.

ACTIONS

Multiattack. E. Honda attacks 3 times. If using unarmed strikes, he may spend a bonus action to attack a fourth time or a bonus action and 1 *ki* to attack a fourth and fifth time.

Unarmed. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 14 (1d8+1d6+6) bludgeoning damage.

Hundred Hand Slap. E. Honda spends an action throwing his arms forward in strikes so rapid that they move too quickly for the eye to follow. Until the beginning of his next turn, any creature that enters or starts its turn

in the area (any squares in a 180 degree arc in the direction E. Honda is facing and within his reach) takes 28 (2d8+2d6+12) bludgeoning and force damage. A DC 16 Dexterity saving throw made with disadvantage reduces this damage by half, but failure by 5 or more causes a creature to take double damage instead. Until the beginning of his next turn, E. Honda's speed is reduced to 5 feet. E. Honda may spend superiority dice when a creature is damaged by Hundred Hand Slap.

Sumo Headbutt. When making his first attack in the round, E. Honda may make a Strength (Athletics) check against a target creature's AC as long as he moves at least 5 feet. On a success, he gains advantage on his first attack roll and if he hits, it becomes a critical hit (if it would be a natural critical hit it deals 10 extra damage).

REACTIONS

Deflect Missile. E. Honda can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 14 (1d8+1d6+6).





FEI LONG

Medium humanoid (soburi), neutral good monk 12

Armor Class 21

Hit Points 75 (12d8+12)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 17 (+3) | 13 (+1) | 14 (+2) | 15 (+2) | 13 (+1) | 16 (+3) | 12 (+1) |

Saving Throws Str +5, Dex +7

Skills Acrobatics +7 (advantage), Athletics +5, Insight +6, Performance +5, Stealth +7

Damage Resistances fire

Damage Immunities poison

Condition Immunities disease, poisoned

Senses passive Perception 12

Languages Common (Soburi)

Challenge 10 (5,900 XP)

Evasion. If Fei Long 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.

Ki (12 points).

- **Patient Defense.** Fei Long can spend 1 *ki* point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** Fei Long 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 Attack.** Fei Long can spend 1 *ki* point to attempt to stun a creature he hits with a melee weapon attack. The target must succeed on a DC 14 Constitution saving throw or be stunned until the end of his next turn.

Stance of Fire's Vengeance (2). Fei Long's strikes deal an additional 1d6 fire damage (this damage is not multiplied on a critical hit). As an action, he can erupt with the fury of his inner fire, dealing 8d8 points of fire damage to all creatures and objects within 15 feet. A DC 15 Dexterity saving throw reduces this damage by half. Fei Long cannot use this feature again until he has completed a long rest.

Stance of the Striking Serpent (2). Fei Long's unarmed strikes deal an additional 1d6 piercing damage (this damage is not multiplied on a critical hit), he gains advantage on Acrobatics checks, checks and saves to avoid the prone condition, and creatures are at disadvantage to resist his attempts to grant them the prone condition.

Stance of the Tiger's Claw (2). Fei Long's unarmed strikes deal an additional 1d6 slashing damage (this damage is not multiplied on a critical hit.) He gains advantage on Intimidation checks and checks made to disarm a foe or avoid being disarmed. In addition, Fei Long may roar as a bonus action to give enemies within 20 feet of you the frightened condition for 1d4 rounds; a Wisdom saving throw (DC 8 + your proficiency bonus + your Strength modifier) resists the effect. He cannot use this feature again until he has completed a long rest.

Unarmored Movement. Fei Long is able to move along vertical surfaces and across liquids on his turn without falling during the move.

ACTIONS

Multiattack. Fei Long attacks twice (he can spend his bonus action to attack a third time or his bonus action and 1 *ki* to attack a third and fourth time).

Nunchaku. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) magical bludgeoning damage, 3 (1d6) fire damage, 3 (1d6) piercing damage, and 3 (1d6) slashing damage.

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) magical bludgeoning damage, 3 (1d6) fire damage, 3 (1d6) piercing damage, and 3 (1d6) slashing damage.

REACTIONS

Deflect Missile. Fei Long can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing it by 18 (1d10+3d6+3).

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



GOUKEN

Medium humanoid (soburi), lawful good monk 19

Armor Class 21 (Wisdom, martial arts stances)

Hit Points 184 (19d8+95)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 17 (+3) | 20 (+5) | 15 (+2) | 20 (+5) | 15 (+2) | 21 (+5) | 10 (+0) |

Saving Throws all (proficiency bonus +6)

Skills Arcana +8, Athletics +11, History +8, Insight +11, Perception +11, Stealth +9

Damage Resistances bludgeoning

Damage Immunities force, radiant

Condition Immunities diseases, poisoned

Senses passive Perception 21

Languages Soburi (Common)

Challenge 21 (33,000 XP)

Evasion. If Gouken 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.

Feat: Martial Adept (1d6, 1/short rest).

Gouken has martial training that allows him to perform special combat maneuvers. His superiority die is expended when he uses a maneuver.

- **Rally.** On his turn, Gouken can use a bonus action to choose a friendly creature who can see or hear him. That creature gains 1d6+2 temporary hit points.
- **Riposte.** When a creature misses Gouken with a melee attack, he can use his reaction and expend one superiority die to make a melee weapon attack against the creature. If he hits, he adds 1d6 to the attack's damage roll.

Ki (19 points).

- **Diamond Soul.** Whenever Gouken makes a saving throw and fails, he can spend 1 *ki* point to reroll it and take the second result.
- **Empty Body.** Gouken can use his action to spend 4 *ki* points to become invisible for 1 minute. During that time, he also has resistance to all damage but force damage. Additionally, he can spend 8 *ki* points to cast the *astral projection* spell, without needing material components. When he does so, he can't take any other creatures with him.
- **Hurricane Kick!** By spending 1 *ki* as a bonus action, Gouken can make a melee attack against any number of creatures within 15 feet of him, with a separate attack roll for each target.
- **Patient Defense.** Gouken can spend 1 *ki* point to take the Dodge action as a bonus action on his turn.
- **Shinko-Hadouken!** By spending 3 *ki* as well as his action and bonus action, Gouken can unleash an intense beam of energy in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 123 (19d12) force damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are also pushed back a number of feet equal to half the damage they take (round up).
- **Step of the Wind.** Gouken 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 Attack.** Gouken can spend 1 *ki* point to attempt to stun a creature he hits with a melee weapon attack. The target must succeed on a DC 19 Constitution saving throw or be stunned until the end of his next turn.



Stance of the Evanescent Sun (3). Gouken knows the *dancing lights* cantrip and can cast it without the need for material components or concentration.

Stance of the Inner Force (3). Gouken has advantage on saving throws to avoid taking force damage. He knows the *mage hand* cantrip and can cast it without the need for verbal components, and he only requires a bonus action to control the hand.

Stance of the Stout Boar (3). Gouken may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all his movement is in a straight line and ends with him making a melee weapon attack, and he has advantage on saving throws against effects or spells that would cause him to move.

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

Unarmored Movement. Gouken is able to move along vertical surfaces and across liquids on his turn without falling during the move.

ACTIONS

Multiattack. When Gouken takes the attack action he attacks twice, spending 1 *ki* if using hadouken! He can spend a bonus action to make a third unarmed strike or a bonus action and 1 *ki* to make a third and fourth unarmed strike. Alternatively he can spend a bonus action and an additional 1 *ki* to make a third and fourth hadouken!

Unarmed Strike. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 19 (1d12+1d8+8) magical bludgeoning, 4 (1d8) force damage, and 4 (1d8) radiant damage.

Hadouken! *Ranged Weapon Attack:* +11 to hit, range 40/100, one target. *Hit:* 24 (3d12+5) force damage.

REACTIONS

Deflect Missile. Gouken can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 28 (1d12+3d8+8).

Slow Fall. Gouken can use his reaction when he falls to reduce any falling damage he takes by 90.



Guile

Medium humanoid (human, soburi), lawful good fighter 16

Armor Class 18 (leather, martial arts stances)

Hit Points 172 (16d10+80)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 18 (+4) | 20 (+5) | 15 (+1) | 15 (+2) | 15 (+2) | 16 (+3) | 12 (+1) |

Saving Throws Str +10, Con +10

Skills Athletics +10, Insight +7, Intimidation +7, Perception +7

Tools gaming set, vehicle (land)

Damage Resistances bludgeoning, thunder

Senses passive Perception 17

Languages Ceramian, Ropaeo, Soburi (Common)

Challenge 12 (8,400 XP)

Action Surge (1/short rest). On his turn, Guile can take an additional action on top of his regular action and a possible bonus action.

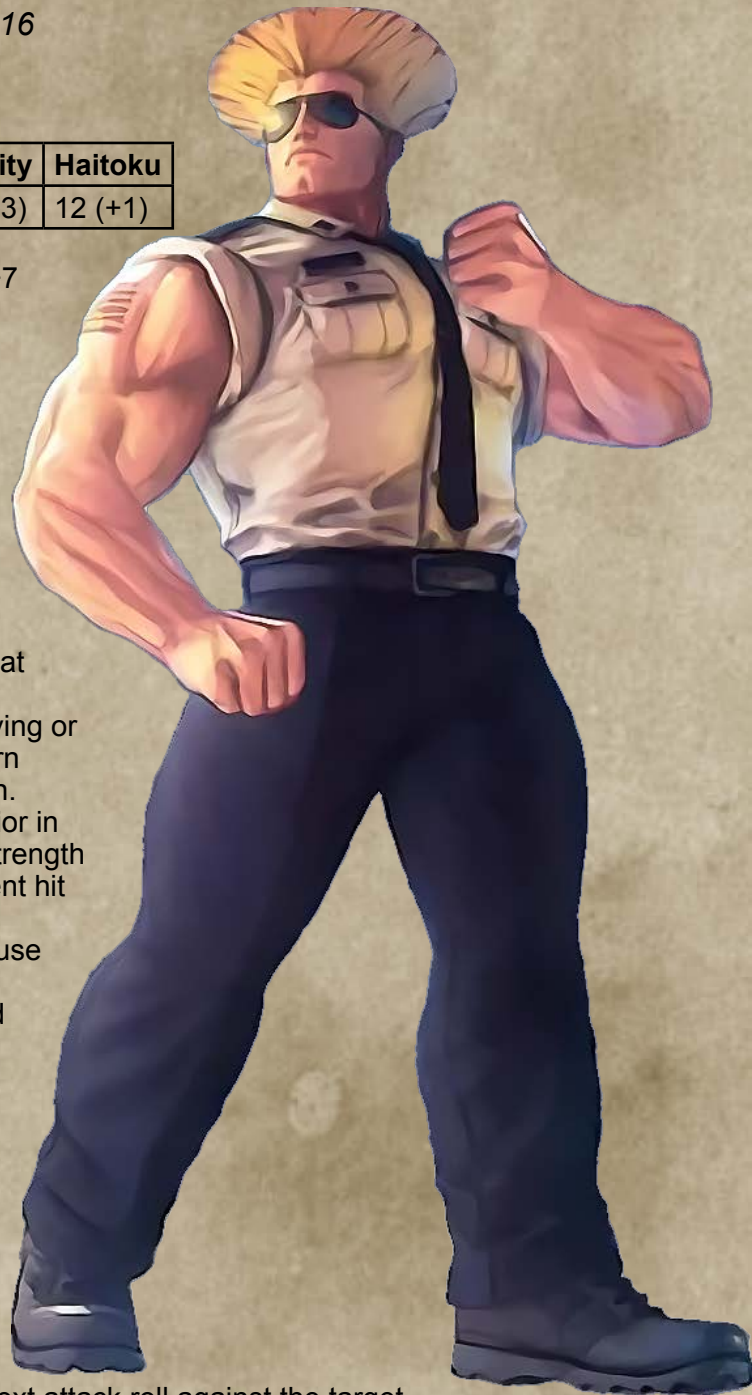
Feat: Tavern Brawler. When Guile hits a creature with an unarmed strike or an improvised weapon on his turn, he can use a bonus action to attempt to grapple the target.

Indomitable (2/long rest). Guile can reroll a saving throw that he fails. If he does so, he must use the new roll.

Know Your Enemy. If Guile spends at least 1 minute observing or interacting with another creature outside combat, he can learn certain information about its capabilities compared to his own. The GM reveals if the creature is his equal, superior, or inferior in regard to two of the following characteristics of his choice: Strength score, Dexterity score, Constitution score, armor class, current hit points, total class levels (if any), fighter class levels (if any).

Martial Archetype: Combat Superiority (6d10). Guile can use only one maneuver per attack. A superiority die is expended when Guile uses a maneuver. He regains all of his expended superiority dice when he finishes a short or long rest.

- **Disarming Attack.** When Guile hits a creature with a weapon attack, he can expend one superiority die to attempt to disarm the target, forcing it to drop one item of his choice that it's holding. He adds the superiority die to the attack's damage roll, and the target must make a DC 18 Strength saving throw. On a failed save, it drops the object he chose. The object lands at its feet.
- **Distracting Strike.** When Guile hits a creature with a weapon attack, he can expend one superiority die to distract the creature, giving his allies an opening. He adds the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than him has advantage if the attack is made before the start of Guile's next turn.
- **Evasive Footwork.** When Guile moves, he can expend one superiority die, rolling the die and adding the number rolled to your AC until he stops moving.
- **Goaded Attack.** When Guile hits a creature with a weapon attack, he can expend one superiority die to attempt to goad the target into attacking him. Guile adds the superiority die to the attack's damage roll, and the target must make a DC 18 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than Guile until the end of his next turn.
- **Maneuvering Attack.** When Guile hits a creature with a weapon attack, he can expend one superiority die to maneuver one of his comrades into a more advantageous position. He adds the superiority die to the attack's damage roll, and he chooses a friendly creature who can see or hear her. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of Guile's attack.
- **Rally.** On his turn, Guile can use a bonus action and expend one superiority die to bolster the resolve of one of his companions. When he does so, he chooses a friendly creature who can see or hear him. That creature gains temporary hit points equal to the superiority die roll + 2.
- **Riposte.** When a creature misses Guile with a melee attack, he can use his reaction and expend one superiority die to make a melee weapon attack against the creature. If he hits, Guile adds the superiority die to the attack's damage roll.



- **Sweeping Attack.** When Guile hits a creature with a melee weapon attack, he can expend one superiority die to attempt to damage another creature with the same attack. He chooses another creature within 5 feet of the original target and within his reach. If the original attack roll would hit the second creature, it takes damage equal to the number he rolls on his superiority die. The damage is of the same type dealt by the original attack.

- **Trip Attack.** When Guile hits a creature with a weapon attack, he can expend one superiority die to attempt to knock the target down. He adds the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a DC 18 Strength saving throw. On a failed save, Guile knocks the target prone.

Relentless. When Guile rolls initiative and has no superiority dice remaining, he regains 1 superiority die.

Second Wind (1/short rest). On his turn, Guile can use a bonus action to regain 1d10+15 hit points.

Stance of the Bellowing Gale (2). Guile's unarmed strikes deal an additional 1d6 thunder damage (this damage is not multiplied on a critical hit) and once per turn he may move a target he hits with a melee attack up to 10 feet directly away from him (regardless of the target's size).

Stance of the Stout Boar (3). Guile may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all his movement is in a straight line and ends with him making a melee weapon attack, and he has advantage on saving throws against effects or spells that would cause him to move.

ACTIONS

Multiattack. Guile attacks three times when he takes the Attack action. He may attack with his off-hand as a bonus action (as per two weapon fighting) but does not gain his ability modifier to damage (+5) when doing so.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (1d6+1d8+5) bludgeoning damage plus 3 (1d6) thunder damage.

Combat Pistol*. *Ranged Weapon Attack:* +11 to hit, range 100/400, one target.

Hit: 11 (2d6+4) bludgeoning and piercing damage.

Flash Kick. Guile can spend a bonus action to go to a knee. Once he has taken a knee, the next attack Guile makes is a flash kick maneuver that adds +1d10 (his superiority die) to both attack and damage (without expending one). On a successful hit, the target makes a DC 18 Strength saving throw or is pushed away 10 feet and knocked prone.

Sonic BOOM! Guile can spend a bonus action gathering his power, storing it. On his next turn as long as he has not been stunned, Guile can unleash a sonic boom that travels 100 feet in a 5-ft.-line. Any creature in the path of the sonic boom takes 88 (16d10) thunder damage. A DC 18 Dexterity saving throw halves this damage.



IBUKI

Medium humanoid (soburi), neutral rogue 14 / monk 1

Armor Class 18 (Wisdom, martial arts stance)

Hit Points 97 (15d8+30)

Speed 40 ft. (triple jump distance)

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 19 (+4) | 14 (+2) | 14 (+2) | 17 (+3) | 14 (+2) | 13 (+1) | 12 (+1) |

Saving Throws Dex +9, Int +7

Skills Acrobatics +14 (advantage), Athletics +6, Deception +12, Insight +8, Perception +8 (advantage), Sleight of Hand +14, Stealth +14 (advantage); minimum d20 roll of 10

Tools disguise kit (advantage; Passive 22), poisoner's kit, thieves' tools; minimum d20 roll of 10

Damage Resistances piercing

Senses blindsight 10 ft., passive Perception 23, passive Acrobatics 29, passive Stealth 29

Languages Ceram, Ropa, Soburi (Common)

Challenge 9 (5,000 XP)

Background Feature: Shinobi – Blend In. Ibuki is able to craft a disguise in 1 minute so long as suitable materials are available. This disguise allows her to blend in with her surroundings like camouflage, allowing her to hide without cover in a specific 5 foot square chosen at the time she creates the disguise. Ibuki must be familiar with the location and have appropriate materials on hand (foliage, paint, canvas, etc.) to create this disguise. Once created the disguise weighs 5 lbs. and can be donned as an action or removed as a bonus action.

Cunning Action. Ibuki can take a bonus action on each of her turns in combat to take the Dash, Disengage, or Hide action.

Evasion. If Ibuki is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Mobile. When Ibuki uses the Dash action difficult terrain doesn't cost her extra movement on that turn and when she makes a melee attack against a creature she doesn't provoke opportunity attacks from that creature for the rest of the turn (whether she hits or not).

Ninjutsu Novice. Ibuki is able to run across any surface regardless of whether or not it would support her weight so long as she ends on a square that she is able to stand on.

Sneak Attack 7d6 (1/turn). Ibuki deals an extra 24 (7d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Stance of the Striking Serpent (3). Ibuki gains advantage on checks and saves to avoid the prone condition, and creatures are at disadvantage to resist her attempts to grant them the prone condition.

ACTIONS

Multiattack. Ibuki attacks twice with her unarmed strikes (if attacking unarmed she can spend her bonus action to attack a third time), six times with kunai, or six times with shuriken.

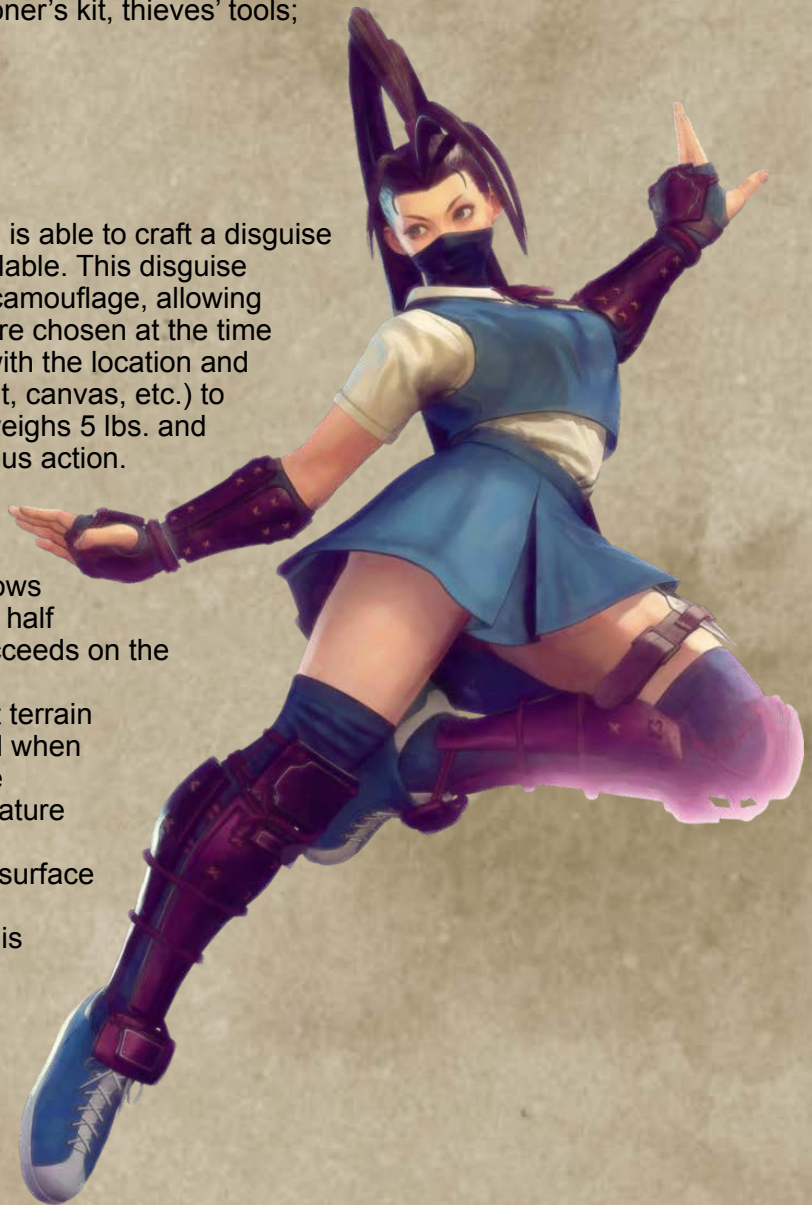
Unarmed. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 7 (1d6+4) bludgeoning damage plus 3 (1d6) piercing damage.

Kunai. Ranged Weapon Attack: +9 to hit, range 30/80, one target. **Hit:** 6 piercing damage.

Shuriken. Ranged Weapon Attack: +9 to hit, range 20/50, one target. **Hit:** 5 slashing damage.

REACTIONS

Uncanny Dodge. When an attacker that Ibuki can see hits her with an attack, she can use her reaction to halve the attack's damage against her.





KEN

Medium humanoid (human), chaotic good monk 11/fighter 5

Armor Class 20 (Wisdom, martial arts stances)

Hit Points 141 (11d8+5d10+64)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|--------|---------|---------|---------|---------|
| 16 (+3) | 19 (+4) | 18 (+4) | 9 (-1) | 18 (+4) | 17 (+3) | 14 (+2) | 12 (+1) |

Saving Throws Str +8, Dex +9

Skills Acrobatics +9, Athletics +8* (+13 to jump), Intimidation +8, Stealth +9

Damage Resistances bludgeoning

Damage Immunities fire, poison

Condition Immunities diseases, poisoned

Senses passive Perception 14

Languages Soburi (Common)

Challenge 14 (11,500 XP)

Background Feature: Never Stop (Roustabout). Ken's Haitoku score does not increase when he uses the attribute ability to avoid going unconscious.

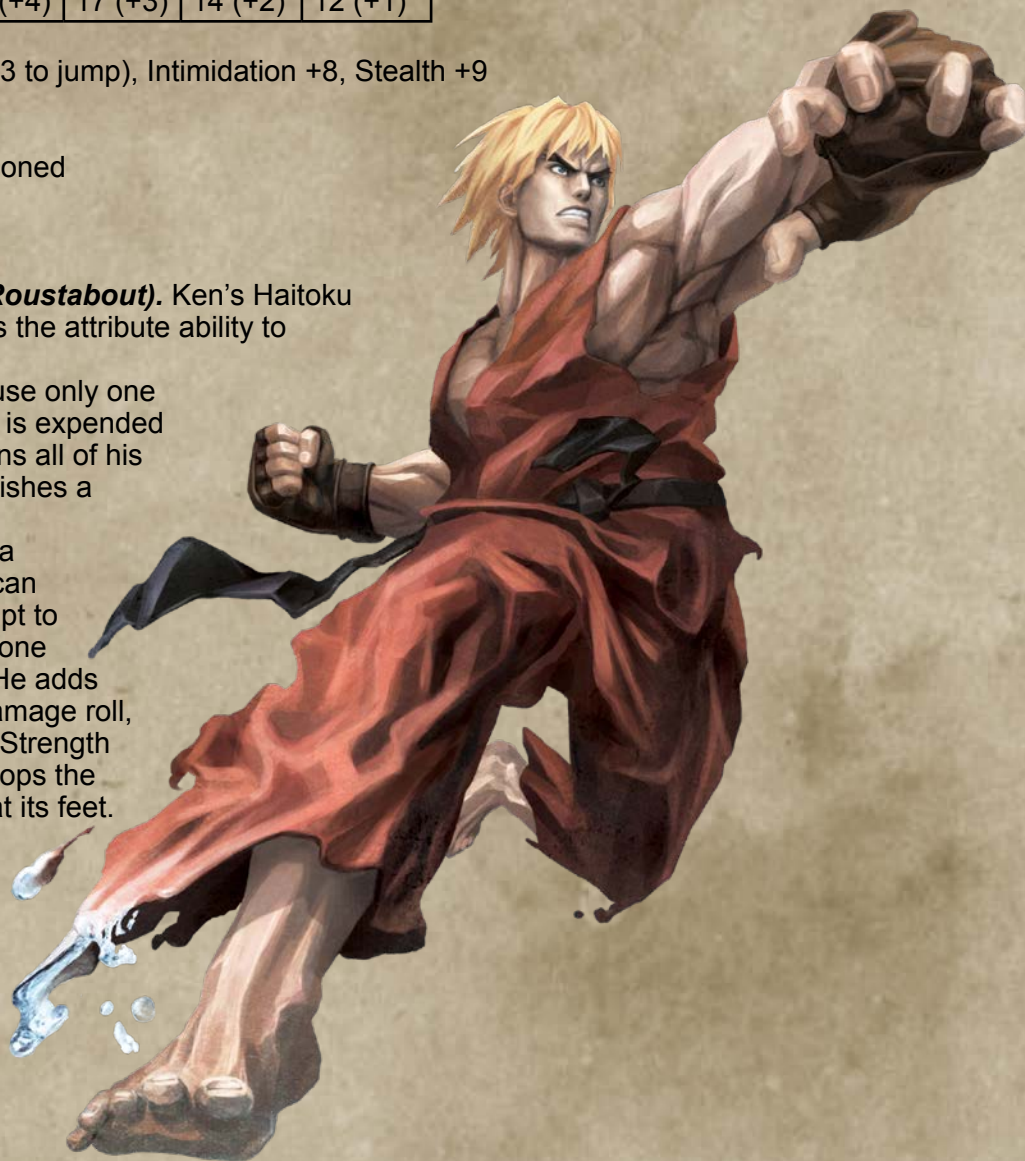
Combat Superiority (4d8). Ken can use only one maneuver per attack. A superiority die is expended when Ken uses a maneuver. He regains all of his expended superiority dice when he finishes a short or long rest.

- **Disarming Attack.** When Ken hits a creature with a weapon attack, he can expend one superiority die to attempt to disarm the target, forcing it to drop one item of his choice that it's holding. He adds the superiority die to the attack's damage roll, and the target must make a DC 16 Strength saving throw. On a failed save, it drops the object he chose. The object lands at its feet.
- **Goaded Attack.** When Ken hits a creature with a weapon attack, he can expend one superiority die to attempt to goad the target into attacking him. He adds the superiority die to the attack's damage roll, and the target must make a DC 16 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than Ken until the end of his next turn.
- **Parry.** When another creature damages Ken with a melee attack, he can use his reaction and expend one superiority die to reduce the damage by the number he rolls on his superiority die + 5.
- **Sweeping Attack.** When Ken hits a creature with a melee weapon attack, he can expend one superiority die to attempt to damage another creature with the same attack. He chooses another creature within 5 feet of the original target and within her reach. If the original attack roll would hit the second creature, it takes damage equal to the number he rolls on his superiority die. The damage is of the same type dealt by the original attack.

Evasion. If Ken 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.

Ki (11 points).

- **Patient Defense.** Ken can spend 1 ki point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** Ken 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 Attack.** Ken can spend 1 ki point to attempt to stun a creature he hits with a melee weapon attack. The target must succeed on a DC 17 Constitution saving throw or be stunned until the end of his next turn.



- **Flaming Shoryuken!** By spending 2 ki, Ken can use the special attack feature from Stance of Fire's Eternal Vengeance by spending 2 ki, although he only deals 5d8 fire damage when doing so.

- **Hadouken!** By spending 1 ki, Ken can unleash up to two balls of energy (range 40/100) instead of unarmed strikes. On a hit, a ball of energy deals 5d12 plus his Wisdom modifier force damage.

Stance of Fire's Eternal Vengeance (3). As an action, Ken can erupt with the fury of his inner fire, dealing 10d8 points of fire damage to all creatures and objects within 15 feet. A DC 15 Dexterity saving throw reduces this damage by half. Ken cannot use this feature again until he has completed a long rest.

Stance of the Stout Boar (3). Ken may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all his movement is in a straight line and ends with him making a melee weapon attack, and he has advantage on saving throws against effects or spells that would cause him to move.

Unarmored Movement. Ken is able to move along vertical surfaces and across liquids on his turn without falling during the move.

ACTIONS

Multiattack. Ken attacks three times (if attacking with unarmed strikes he can spend his bonus action to attack a fourth time or his bonus action and 1 ki to attack a fourth and fifth time).

Unarmed Strike. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 15 (1d10+1d8+5) magical bludgeoning damage and 4 (1d8) fire damage.

Hadouken! Ranged Weapon Attack: +9 to hit, range 40/100, one target. **Hit:** 36 (5d12+4) force damage.

REACTIONS

Deflect Missile. Ken can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 19 (1d10+2d8+5).

Slow Fall. Ken can use his reaction when he falls to reduce any falling damage he takes by 55.



M. BISON

Medium humanoid, neutral evil barbarian 9/monk 8

Armor Class 21 (Constitution, stances)

Hit Points 179 (9d12+8d8+85)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 19 (+4) | 20 (+5) | 17 (+3) | 19 (+4) | 16 (+3) | 14 (+2) | 20 (+5) |

Saving Throws Str +11, Con +11

Skills Arcana +9, Athletics +11, Insight +10, Intimidation +9, Perception +10, Survival +10

Damage Resistances bludgeoning

Damage Immunities psychic

Condition Immunities charmed and frightened (while raging only)

Senses passive Perception 20

Languages Ceramian, Common (Soburi), Ropa, telepathy 30 ft.

Challenge 17 (18,000 XP)

Background Feature: Indomitable Spirit (Pragmatist).

Whenever M. Bison's Haitoku score increases, he receives a Dignity saving throw against a DC equal to his current Haitoku score. On a successful save he may either avoid increasing his Haitoku score or avoid decreasing his Dignity score (but not both).

Brutal Critical. M. Bison can roll one additional damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense.

M. Bison has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Evasion. If M. Bison 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.

Feral Instinct. M. Bison's instincts are so honed that he has advantage on initiative rolls. Additionally, if he is surprised at the beginning of combat and isn't incapacitated, he can act normally on his first turn, but only if he enters his rage before doing anything else on that turn.

Frenzy. M. Bison can go into a frenzy when he rages. If he does so, for the duration of his rage he can make a single melee weapon attack as a bonus action on each of his turns after this one. When M. Bison's rage ends, he suffers one level of exhaustion.

High Haitoku. M. Bison suffers disadvantage on Dignity ability checks.

Ki (8 points).

- **Patient Defense.** M. Bison can spend 1 *ki* point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** M. Bison 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 Attack.** M. Bison can spend 1 *ki* point to attempt to stun a creature he hits with a melee weapon attack. The target must succeed on a DC 18 Constitution saving throw or be stunned until the end of his next turn.



Rage (4/long rest). On his turn, M. Bison can enter a rage as a bonus action. While raging, he gains the following benefits if he isn't wearing heavy armor:

- He has advantage on Strength checks and Strength saving throws.
- When he makes a melee weapon attack using Strength, he gain a +3 bonus to the damage roll.
- He has resistance to all damage except psychic damage.

M. Bison's rage lasts for 1 minute. It ends early if he is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also end his rage on his turn as a bonus action.

Reckless Attack. When M. Bison makes his first attack on his turn, he can decide to gain advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Stance of the Clear Mind (3).

Stance of the Stout Boar (3). M. Bison may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all his movement is in a straight line and ends with him making a melee weapon attack. In addition he has advantage on saving throws against effects or spells that would cause him to move.

ACTIONS

Multiattack. M. Bison attacks three times (if attacking unarmed he can spend his bonus action to attack a fourth time or his bonus action and 1 *ki* to attack a fourth and fifth time). When in a frenzied rage, M. Bison uses his bonus action to make a fourth melee attack.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage plus 4 (1d8) psychic damage. On a critical hit he deals 32 (6d8+5) bludgeoning damage plus 9 (2d8) psychic damage (this includes the brutal critical feature).

Psycho Cannon. *Ranged Weapon Attack:* +10 to hit, range 30/120, one target. *Hit:* 14 (2d8+5) bludgeoning damage plus 4 (1d8) psychic damage. On a critical hit he deals 14 (2d8+5) bludgeoning damage plus 9 (2d8) psychic damage.

REACTIONS

Deflect Missile. M. Bison can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 18 (3d8+5).

Slow Fall. M. Bison can use his reaction when he falls to reduce any falling damage he takes by 40.

SPECIAL ACTIONS

Psycho Points (20)

Bison Warp (2 points). As a reaction, M. Bison can teleport as *misty step*. He may use this feature after the results of an attack roll or spell are revealed, and before damage or saving throws are rolled.

Psycho Cannon (1 point). As above. M. Bison can use his flurry of blows feature with this attack.

Psycho Crusher (3 points). Bison charges his right hand with psycho power then surrounds himself with the energy while flying towards his opponents, similar to a torpedo. Activating this attack is a free action M. Bison takes during an attack action and grants him advantage on the attack roll. He must move at least 10 feet before he is able to activate this feature but this movement never provokes opportunity attacks.



NECALLI

Medium humanoid (oni-touched), neutral evil barbarian 14 / monk 5

Armor Class 20 (Constitution, martial arts stance)

Hit Points 195 (14d12+5d8+76)

Speed 65 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 20 (+5) | 19 (+4) | 12 (+1) | 17 (+3) | 14 (+2) | 5 (-3) | 24 (+7) |

Saving Throws Str +10, Con +10

Skills Athletics +10, Deception +8, Intimidation +8, Religion +7, Survival +9

Damage Immunities necrotic

Condition Immunities fear, Mists of Akuma

Senses darkvision 60 ft., passive Perception 13

Languages Adeddo, Deep Speech, Soburi (Common)

Challenge 18 (20,000 XP)

Danger Sense. Necalli has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Dark Chi (5 points).

- **Patient Defense.** Necalli can spend 1 *chi* point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** Necalli can spend 1 *chi* 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.** Necalli can spend 1 *chi* point to attempt to stun a creature he hits with a melee weapon attack. The target must succeed on a DC 17 Constitution saving throw or be stunned until the end of Necalli's next turn.

Dark Chi Technique. Whenever Necalli hits a creature with one of the attacks granted by his Flurry of Blows, he can impose one of the following effects:

- The target must succeed on a DC 16 Wisdom saving throw or be poisoned by Necalli's chi for 5 rounds. The purity of body feature does not protect against this poison.
- The attack deals 1d4 extra necrotic damage and all of the attack's damage changes to necrotic.
- The target can't use ki, divine features, or cast divine spells until the end of Necalli's next turn.
- The target makes a DC 17 Charisma saving throw or for the next 24 hours detects as the alignment of Necalli's choice.

Faded. While raging, whenever Necalli takes damage from a creature that is within 5 feet of him, that creature takes 6 necrotic damage. When his rage ends, Necalli suffers a level of exhaustion (because he is immune to the misted condition).

Feat: Grappler. Necalli has advantage on attack rolls against a creature he is grappling. He can use his action to try to pin a creature grappled by him. To do so, Necalli makes another grapple check. If he succeeds, he and the creature are both restrained until the grapple ends.

Feral Instinct. Necalli has advantage on initiative rolls. Additionally, if he is surprised at the beginning of combat and isn't incapacitated, he can act normally on his first turn, but only if he enters his rage before doing anything else on that turn.

High Haitoku. Necalli ignores the first 3 points of damage from attacks and spells, but has disadvantage on Dignity ability checks and saving throws.

Magic Talent. Necalli is able to cast *chill touch* and *thorn whip* (using his hair) with only somatic components (spell attack +8, spell save DC 16).

Rage (5/long rest). On his turn, Necalli can enter a rage as a bonus action. While raging, he gains the following benefits if he isn't wearing heavy armor:

- He has advantage on Strength checks and Strength saving throws
- When he makes a melee weapon attack using Strength he gains a +3 bonus to the damage roll
- He has resistance to bludgeoning, piercing, and slashing damage
- He chooses an ability score other than Dignity, using his Haitoku score instead for the duration of the rage
- The damage of his melee weapon attacks increases by 6 (he cannot withhold any damage when damaging a creature below 0 hit points),
- The reach of his unarmed strikes increases by 5 feet.



His rage lasts for 1 minute. It ends early if Necalli is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. Necalli can also end his rage on his turn as a bonus action.



Reckless Attack. When Necalli make his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Relentless Rage. If Necalli drops to 0 hit points while he's raging and doesn't die outright, he can make a DC 10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Valiant Rebellion. By spending a bonus action Necalli chooses one creature within reach, stomping in front of the target and forcing it to make a DC 18 Strength saving throw or go prone.

ACTIONS

Multiattack. Necalli attacks 3 times. If using unarmed strikes, he may spend a bonus action to attack a fourth time or a bonus action and 1 ki to use flurry of blows, attacking a fourth and fifth time. Necalli can roll two additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Unarmed. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 12 (1d6+5) bludgeoning damage plus 4 (1d8) necrotic damage. When raging, Necalli deals 9 additional damage on each successful hit (this includes rage damage and path features). Instead of dealing damage Necalli can choose to grab the face of his opponent in a grapple. As a bonus action, he can then slam the target onto the ground, giving them the prone condition and dealing his unarmed strike damage.

Soul Offering. As a bonus action, Necalli takes a grappled foe and dashes forward, slamming his opponent into something before either furiously clawing at them (changing his unarmed strikes' damage to slashing until the end of his turn) or if enraged, striking them with a potent blast of dark energy that deals 54 (12d8) necrotic damage. Once Necalli has used this feature, he cannot do so again for 1 minute or until he is reduced to 20 hp or less.

The Disc's Guidance. When Necalli moves at least 10 feet in a straight line immediately before attacking a creature, he gains a +5 bonus to the attack's damage roll and the target makes a DC 18 Strength saving throw or is knocked prone.

REACTIONS

Deflect Missile. Necalli can spend his reaction to strike a missile when he is hit by a ranged weapon attack. When he does so, the damage he takes from the attack is reduced by 13 (1d8+1d6+5).

Slow Fall. Necalli can use his reaction when he falls to reduce any falling damage he takes by 25.

Shoryuken. When a creature within 10 feet makes a check to jump, Necalli can spend his reaction to make an opportunity attack, leaping into a vicious uppercut. On a successful hit, the target makes a DC 18 Strength saving throw or is knocked prone.



Medium humanoid (steametic), neutral monk 6 / rogue 10

Armor Class 19

Hit Points 136 (16d8+64)

Speed 45 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 16 (+3) | 18 (+4) | 19 (+4) | 18 (+4) | 13 (+1) | 15 (+2) | 10 (+0) |

Saving Throws Dex +8, Int +9

Skills Acrobatics +8 (advantage), Athletics +15, Insight +14, Investigation +14, Perception +14, Stealth +13, Survival +14

Tools thieves' tools

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Investigation 29, passive Perception 29

Languages Ceramian, Ropa, Soburi, Thieves' Cant

Challenge 9 (5,000 XP)

Automated. Q does not need to eat or breathe. It still needs to drink and requires a resting period that emulates sleep in order to recharge its inner workings.

Background Feature: Wanderer (Outlander). Q can always recall the general layout of terrain, settlements, and other features around it.

Cunning Action. Q can take a bonus action on each of its turns in combat to take the Dash, Disengage, or Hide action.

Deductive Mind (Feat). When making an Intelligence (Investigation) check, Q may also choose to make a Sleuth check. After making a Sleuth check, Q cannot make another until he has taken a long rest. A Sleuth check reveals any information an equivalent Intelligence (Investigation) check would uncover, but it always reveals something that can proceed Q's goals. The quality of the information it deduces depends on its check and the location it is in—a GM can always decide there is no information in the current location relevant to Q, and provide only a clue leading to a more relevant location.

Q also gains double its proficiency bonus to its Insight and Investigation scores.

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

Investigative Nature and Gumption. Q has 5 investigation points. Q may spend an investigation point as a reaction to add +1d6 to a skill check chosen from the following list: Acrobatics, Athletics, Arcana, Deception, History, Insight, Intimidation, Investigation, Nature, Persuasion, Religion, Stealth, or Survival. Q may choose to spend an investigation point after the die has been rolled and regains any expended investigation points when it finishes a short or long rest.

Ki (6 points).

- **Patient Defense.** Q can spend 1 ki point to take the Dodge action as a bonus action on its turn.
- **Step of the Wind.** Q can spend 1 ki point to double its jump distance for the turn.
- **Stunning Strike.** Q can spend 1 ki point to attempt to stun a creature she hits with a melee weapon attack.

The target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

Observant (Feat). If Q can see a creature's mouth while it is speaking a language Q understands, it can interpret what is being said by reading lips.

Sneak Attack 5d6 (1/turn). Q deals an extra 18 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Q that isn't incapacitated and Q doesn't have disadvantage on the attack roll.



Stance of the Stout Boar (3). Q may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all its movement is in a straight line and ends with it making a melee weapon attack. Q gains advantage on saving throws against effects or spells that would cause it to move and resistance to bludgeoning damage.

Stance of the Striking Serpent. Q's strikes deal an additional 1d4 piercing damage. This damage is not multiplied on a critical hit.

ACTIONS

Multiattack. Q attacks twice (if attacking unarmed he can spend his bonus action to attack a third time or his bonus action and 1 ki to attack a third and fourth time).

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) magical bludgeoning damage plus 2 (1d4) piercing damage.

REACTIONS

Deflect Missile. Q can spend its reaction to strike a missile when it is hit by a ranged weapon attack, reducing its damage by 16 (2d8+1d4+5).

Slow Fall. Q can use its reaction when it falls to reduce any falling damage he takes by 30.

Uncanny Dodge. When an attacker that Q can see hits it with an attack, Q can use its reaction to halve the attack's damage against it.



RYU

Medium humanoid (human), chaotic good monk 17

Armor Class 22 (Wisdom, martial arts stances)

Hit Points 148 (17d8+68)

Speed 55 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|--------|---------|---------|---------|---------|
| 18 (+4) | 19 (+4) | 18 (+4) | 9 (-1) | 20 (+5) | 14 (+2) | 17 (+3) | 14 (+2) |

Saving Throws Str +10, Dex +10

Skills Acrobatics +10, Athletics +10* (+16 to jump), Medicine +11, Stealth +10

Damage Resistances bludgeoning, force

Damage Immunities poison, radiant

Condition Immunities diseases, poisoned

Senses passive Perception 15

Languages Soburi (Common)

Challenge 17 (18,000 XP)

Background Feature: Indomitable Endurance

(**Ronin**). When Ryu is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead by expending all of his remaining hit dice. He must have at least 8 hit dice to use this feature.

Evasion. If Ryu 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.

Ki (17 points).

- **Diamond Soul.** Whenever Ryu makes a saving throw and fails, he can spend 1 *ki* point to reroll it and take the second result.
- **Patient Defense.** Ryu can spend 1 *ki* point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** Ryu 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 Attack.** Ryu can spend 1 *ki* point to attempt to stun a creature he hits with a melee weapon attack. The target must succeed on a DC 19 Constitution saving throw or be stunned until the end of his next turn.
- **Hadouken!** By spending 1 *ki*, Ryu can unleash up to two balls of energy (range 40/100) instead of unarmed strikes (and if he uses Flurry of Blows, four balls of energy). On a hit, a ball of energy deals 5d12 plus his Wisdom modifier force damage.
- **Hurricane Kick!** By spending 1 *ki* as a bonus action, Ryu can make a melee attack against any number of creatures within 15 feet of him, with a separate attack roll for each target.
- **Shinko-Hadouken!** By spending 3 *ki* as well as his action and bonus action, Ryu unleashes an intense beam of energy in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 104 (16d12) force damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are also pushed back a number of feet equal to half the damage they take (round up).

Stance of the Evanescent Sun (3). Ryu knows the *dancing lights* cantrip and can cast it without the need for material components or concentration.

Stance of the Inner Force (3). Ryu has advantage on saving throws to avoid taking force damage. He knows the *mage hand* cantrip and can cast it without the need for verbal components, and he only requires a bonus action to control the hand.



Stance of the Stout Boar (3). Ryu may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all his movement is in a straight line and ends with him making a melee weapon attack, and he has advantage on saving throws against effects or spells that would cause him to move.

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

Tongue of the Sun and Moon. Ryu understands all spoken languages and any creature that can understand a language can understand what he says.

Unarmored Movement. Ryu is able to move along vertical surfaces and across liquids on his turn without falling during the move.

ACTIONS

Multiattack. Ryu attacks twice (if attacking unarmed he can spend his bonus action to attack a third time or his bonus action and 1 *ki* to attack a third and fourth time).

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (1d12+1d8+4) magical bludgeoning, 4 (1d8) force damage, and 4 (1d8) radiant damage.

Hadouken! *Ranged Weapon Attack:* +10 to hit, range 40/100, one target. *Hit:* 37 (5d12+5) force damage.

REACTIONS

Deflect Missile. Ryu can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 24 (1d12+3d8+4).

Slow Fall. Ryu can use his reaction when he falls to reduce any falling damage he takes by 85.



SAGAT

Medium humanoid (soburi), neutral evil monk (martial artist) 16

Armor Class 19 (Wisdom, martial arts stances)

Hit Points 147 (16d8+64)

Speed 55 ft. (65 ft. in combat)

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 18 (+4) | 19 (+4) | 14 (+2) | 15 (+2) | 13 (+1) | 11 (+0) | 17 (+3) |

Saving Throws Str +9, Dex +9

Skills Acrobatics +9, Athletics +9, Deception +6, Insight +7, Stealth +9

Tools thieves' tools

Damage Resistances bludgeoning, slashing

Condition Immunities diseases, poisoned

Senses passive Perception 12

Languages Ceramian, Ropa, Soburi (Common)

Challenge 13 (10,000 XP)

Evasion. If Sagat 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.

Ki (16 points).

- **Diamond Soul.** Whenever Sagat makes a saving throw and fails, he can spend 1 *ki* point to reroll it and take the second result.
- **Patient Defense.** Sagat can spend 1 *ki* point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** Sagat 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 Attack.** Sagat can spend 1 *ki* point to attempt to stun a creature she hits with a melee weapon attack. The target must succeed on a DC 15 Constitution saving throw or be stunned until the end of her next turn.
- **Tiger Shot.** By spending 1 *ki*, Sagat can unleash up to two balls of energy (range 40/100) instead of unarmed strikes (and if he uses Flurry of Blow, four balls of energy). On a hit, a ball of energy deals 5d12 plus his Strength modifier force damage.

Stance of the Stout Boar (3). Sagat may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all his movement is in a straight line and ends with him making a melee weapon attack, and he has advantage on saving throws against effects or spells that would cause him to move.

Stance of the Tiger's Claw (3). Sagat has advantage on Intimidation checks and may roar as a bonus action to give enemies within 20 feet of him the frightened condition for 1d4 rounds; a DC 15 Wisdom saving throw resists the effect. After using this feature, Sagat cannot do so again until he has completed a long rest.

Stance of the Wicked Oni (1). By spending a bonus action, Sagat can grant a creature that can see him the frightened condition for 5 rounds. A creature that succeeds on a DC 15 Wisdom saving throw made at the end of each of its turns negates this condition. Once a creature has been frightened by Sagat's oni stance, it cannot be frightened by this feature again for 24 hours.

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

Unarmored Movement. Sagat is able to move along vertical surfaces and across liquids on his turn without falling during the move.

ACTIONS

Multiattack. When Sagat takes the attack action he makes two unarmed strikes. By spending his bonus action he can attack a third time or a bonus action and 1 *ki* to make a fourth unarmed strike.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (1d10+1d8+4) magical bludgeoning damage plus 3 (1d6) damage to humanoids and 4 (1d8) slashing damage.

Tiger Shot. *Ranged Weapon Attack:* +9 to hit, range 40/100, one target. *Hit:* 36 (5d12+4) force damage.

Tiger Knee Crush. When making his first attack in the round, Sagat may make a Strength (Athletics) check against a target creature's AC as long as he moves at least 5 feet. On a success, he gains advantage on his first attack roll and if he hits, it becomes a critical hit (if it would be a natural critical hit it deals 10 extra damage).

REACTIONS

Deflect Missile. Sagat can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 18 (1d10+2d8+4).

Slow Fall. Sagat can use his reaction when he falls to reduce any falling damage he takes by 80.

Tiger Uppercut. When a creature within 10 feet makes a check to jump, Sagat can spend his reaction to make an opportunity attack, leaping into a vicious uppercut. On a successful hit, the target makes a DC 17 Strength saving throw or is knocked prone.



T. HAWK

Medium humanoid (soburi), lawful good fighter 6 /monk 10

Armor Class 17 (Wisdom, martial arts stances)

Hit Points 159 (6d10+10d8+64)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 14 (+2) | 19 (+4) | 13 (+1) | 17 (+3) | 12 (+1) | 15 (+2) | 8 (-1) |

Saving Throws Str +10, Con +9

Skills Athletics +10, Intimidation +6, Perception +8, Survival +8

Damage Resistances bludgeoning, piercing

Damage Immunities poison

Condition Immunities disease, poisoned

Senses passive Perception 18

Languages Soburi (Common)

Challenge 12 (8,400 XP)

Action Surge (1/short rest). On his turn, T. Hawk can take an additional action on top of his regular action and a possible bonus action.

Ki (10 points).

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

Step of the Wind. T. Hawk 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 Attack. T. Hawk can spend 1 *ki* point to attempt to stun a creature he hits with a melee weapon attack. The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of his next turn.

Second Wind (1/short rest). T. Hawk can use a bonus action to regain 1d10+6 hit points.

Stance of the Stout Boar (3). T. Hawk may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all his movement is in a straight line and ends with him making a melee weapon attack, and he has advantage on saving throws against effects or spells that would cause him to move.

Stance of the Striking Serpent (3). T. Hawk's has advantage on Acrobatics checks and saves to avoid the prone condition, and creatures are at disadvantage to resist his attempts to grant them the prone condition.

Unarmored Movement. T. Hawk is able to move along vertical surfaces and across liquids on his turn without falling during the move.

ACTIONS

Improved Critical. T. Hawk's weapon attacks score a critical hit on a roll of 19 or 20.

Multiattack. T. Hawk attacks three times. If using unarmed strikes, he may spend a bonus action to attack a fourth time or a bonus action and 1 *ki* to attack a fourth and fifth time.

Unarmed. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 16 (2d8+7) bludgeoning damage plus 4 (1d8) piercing damage.

Tomahawk (4). Ranged Weapon Attack: +10 to hit, range 20/60, one target. **Hit:** 8 (1d6+5) slashing damage.

Condor Spire. By spending a bonus action, T. Hawk spreads his arms like wings and dashes towards his opponent, screaming like an eagle to startle them. If he moves at least 10 feet in a straight line immediately before taking this bonus action, he either gains a +5 bonus to the attack's damage roll (if he chose to make a melee attack and hits) or pushes the target up to 10 feet away from him (if he chose to shove and he succeeds).

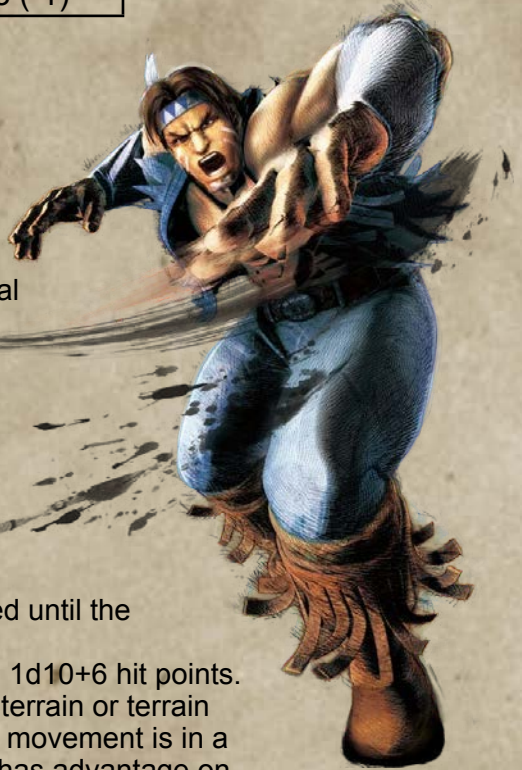
REACTIONS

Condor Dive. When T. Hawk makes a Strength (Athletics) check to jump, if the beginning of his jump's movement brings him within reach of a creature he can spend his reaction to make an opportunity attack, rapidly switching his momentum downward in mid-air and diving towards his opponent with his arms spread backwards like wings.

Deflect Missile. T. Hawk can spend his reaction to strike a missile when he is hit by a ranged weapon attack. When he does so, the damage he takes from the attack is reduced by 20 (3d8+7).

Slow Fall. T. Hawk can use his reaction when he falls to reduce any falling damage he takes by 50.

Tomahawk Buster. When a creature within 10 feet makes a check to jump, T. Hawk can spend his reaction to make an opportunity attack, ducking down and crossing his fists in front of his face before rapidly stretching his arms out behind himself and leaping upward, ramming his opponent with a headbutt.



VEGA

Medium humanoid (soburi), neutral rogue 5/monk 11

Armor Class 20 (Wisdom, stances)

Hit Points 120 (16d8+48)

Speed 50 ft., climb 50 ft., jump +5 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 20 (+5) | 17 (+3) | 13 (+1) | 16 (+3) | 18 (+4) | 17 (+3) | 16 (+3) |

Saving Throws Dex +10, Int +6

Skills Acrobatics +15 (advantage), Athletics +7, Deception +14, Insight +8, Intimidation +4 (advantage), Perception +8, Performance +9, Stealth +10

Tools disguise kit, poisoner's kit, thieves' tools

Damage Resistances acid, bludgeoning, piercing, slashing

Condition Immunities disease, poisoned

Senses passive Perception 18

Languages Ropa, Soburi (Common)

Challenge 13 (10,000 XP)

Background Feature: Shinobi – Blend In. Vega is able to craft a disguise in 1 minute so long as suitable materials are available. Spending an hour or more crafting a disguise grants him advantage on the check. This disguise allows Vega to blend in with his surroundings like camouflage, allowing him to hide without cover in a specific 5 foot square chosen at the time he creates the disguise. Vega must be familiar with the location and have appropriate materials on hand (foliage, paint, canvas, etc.) to create this disguise. Once created the disguise weighs 5 lbs. and can be donned as an action or removed as a bonus action.

Cunning Action. Vega can take a bonus action on each of his turns in combat to take the Dash, Disengage, or Hide action, to make a Dexterity (Sleight of Hand) check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

While wearing his mask he is able to use his Cunning Action to make a Charisma (Deception) check opposed by the Wisdom (Insight) check of a creature within 15 feet. If he succeeds, he gains advantage against the target and may deal sneak attack damage to it (even if Vega has already dealt sneak attack damage that turn).

Evasion. If Vega 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.

Ki (11 points).

- **Patient Defense.** Vega can spend 1 *ki* point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** Vega can spend 1 *ki* point as a bonus action on his turn to double his jump distance for the turn.
- **Stunning Attack.** Vega can spend 1 *ki* point to attempt to stun a creature he hits with a melee weapon attack (DC 16 Constitution saving throw or be stunned until the end of his next turn).

Sneak Attack 3d6 (1/turn). Vega deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Stance of the Tiger's Claw (3). Vega gains advantage on checks made to disarm a foe or avoid being disarmed. In addition, he may roar as a bonus action to give enemies within 20 feet of him the frightened condition for 1d4 rounds; a DC 16 Wisdom saving throw resists the effect. He cannot use this feature again until he has completed a long rest.

Stance of the Striking Serpent (3). Vega has advantage on saves to avoid the prone condition and creatures are at disadvantage to resist his attempts to grant them the prone condition.

Unarmored Movement. Vega is able to move along vertical surfaces and across liquids on his turn without falling during the move.

ACTIONS

Multiattack. Vega attacks twice (if attacking unarmed he can spend his bonus action to attack a third time or his bonus action and 1 *ki* to attack a third and fourth time).

Unarmed. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 24 (1d10+2d8+10) magical bludgeoning, piercing, and slashing damage.

REACTIONS

Deflect Missile. Vega can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 24 (1d10+2d8+10).

Uncanny Dodge. When an attacker that Vega can see hits him with an attack, he can use his reaction to halve the attack's damage against him.



ZANGIEF

Large humanoid (ropaeo), neutral barbarian 16

Armor Class 16 (Constitution, enormous, martial arts stance)

Hit Points 182 (16d12+80)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 15 (+2) | 20 (+5) | 11 (+0) | 14 (+2) | 13 (+1) | 9 (-1) | 15 (+2) |

Saving Throws Str +10, Con +10

Skills Athletics +10 (advantage to grapple), Deception +6 (never disadvantage), Insight +7, Intimidation +6 (never disadvantage), Perception +7

Damage Resistances acid; bludgeoning, piercing, slashing (when raging)

Condition Immunities charmed, frightened (when raging)

Senses passive Perception 17

Languages Ropaeo, Soburin (Common)

Challenge 13 (10,000 XP)

Danger Sense. Zangief has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Feat: Tavern Brawler. When Zangief hits a creature with an unarmed strike or an improvised weapon on his turn, he can use a bonus action to attempt to grapple the target.

Feral Instinct. Zangief has advantage on initiative rolls. Additionally, if he is surprised at the beginning of combat and isn't incapacitated, he can act normally on his first turn, but only if he enters his rage before doing anything else on that turn.

Intimidating Presence. Zangief can use his action to frighten someone with his menacing presence. When he does so, he chooses one creature within 30 feet that he can see. If the creature can see or hear Zangief, it must succeed on a DC 15 Wisdom saving throw or be frightened of Zangief until the end of his next turn. On subsequent turns, Zangief can use his action to extend the duration of this effect on the frightened creature until the end of his next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from Zangief. If the creature succeeds on its saving throw, Zangief can't use this feature on that creature again for 24 hours.

Rage (5/long rest). On his turn, Zangief can enter a rage as a bonus action. While raging, he gains the following benefits if he isn't wearing heavy armor:

- He has advantage on Strength checks and Strength saving throws.
- He can make a single melee weapon attack as a bonus action on each of his turns.
- When he makes a melee weapon attack using Strength, he gains a +4 bonus to the damage roll.

His rage lasts for 1 minute after which he gains 1 level of exhaustion. It ends early if Zangief is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. Zangief can also end his rage on his turn as a bonus action.

Reckless Attack. When Zangief make his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Relentless Rage. If Zangief drops to 0 hit points while he's raging and doesn't die outright, he can make a DC 10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Stance of Breaking Stone (2).

ACTIONS

Multiattack. Zangief attacks twice. He can roll two additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Unarmed. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 8 (1d6+5) bludgeoning damage plus 3 (1d6) acid damage. When raging, Zangief deals 4 additional damage on each successful hit.

Double Lariat. Zangief can use his action to make a melee attack against any number of creatures within 5 feet of him, with a separate attack roll for each target. If he is grappling a creature, Zangief may use this feature as if he had a reach of 10 feet, dealing an amount of damage to the grappled creature equal to the damage he deals to each target.

Spinning Piledriver. Zangief can use his action to take a creature he has restrained, leap into the air in a dizzying spin, and slam his foe into the ground head first. The target takes 71 (12d12+5) bludgeoning damage and is prone. A DC 18 Strength saving throw reduces this damage by half.

REACTIONS

Retaliation. When Zangief takes damage from a creature that is within 5 feet of him, he can use his reaction to make a melee weapon attack against that creature.



SPECIAL CHALLENGER: AKU

Colossal fiend, neutral evil

Armor Class 19 (natural)

Hit Points 247 (15d20+110)

Speed 50 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 22 (+6) | 22 (+6) | 21 (+5) | 19 (+4) | 19 (+4) | 4 (-3) | 24 (+7) |

Skills Arcana +12, Deception +11, History +12, Insight +11, Intimidation +11, Perception +11, Persuasion +11, Religion +11, Stealth +13

Damage Vulnerabilities bludgeoning, piercing, and slashing from divine magical weapons

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-divine magical weapons

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons or non-divine magical weapons

Condition Immunities Mists of Akuma

Senses darkvision 300 ft., passive Perception 21

Languages any seven languages

Challenge 24 (62,000 XP)

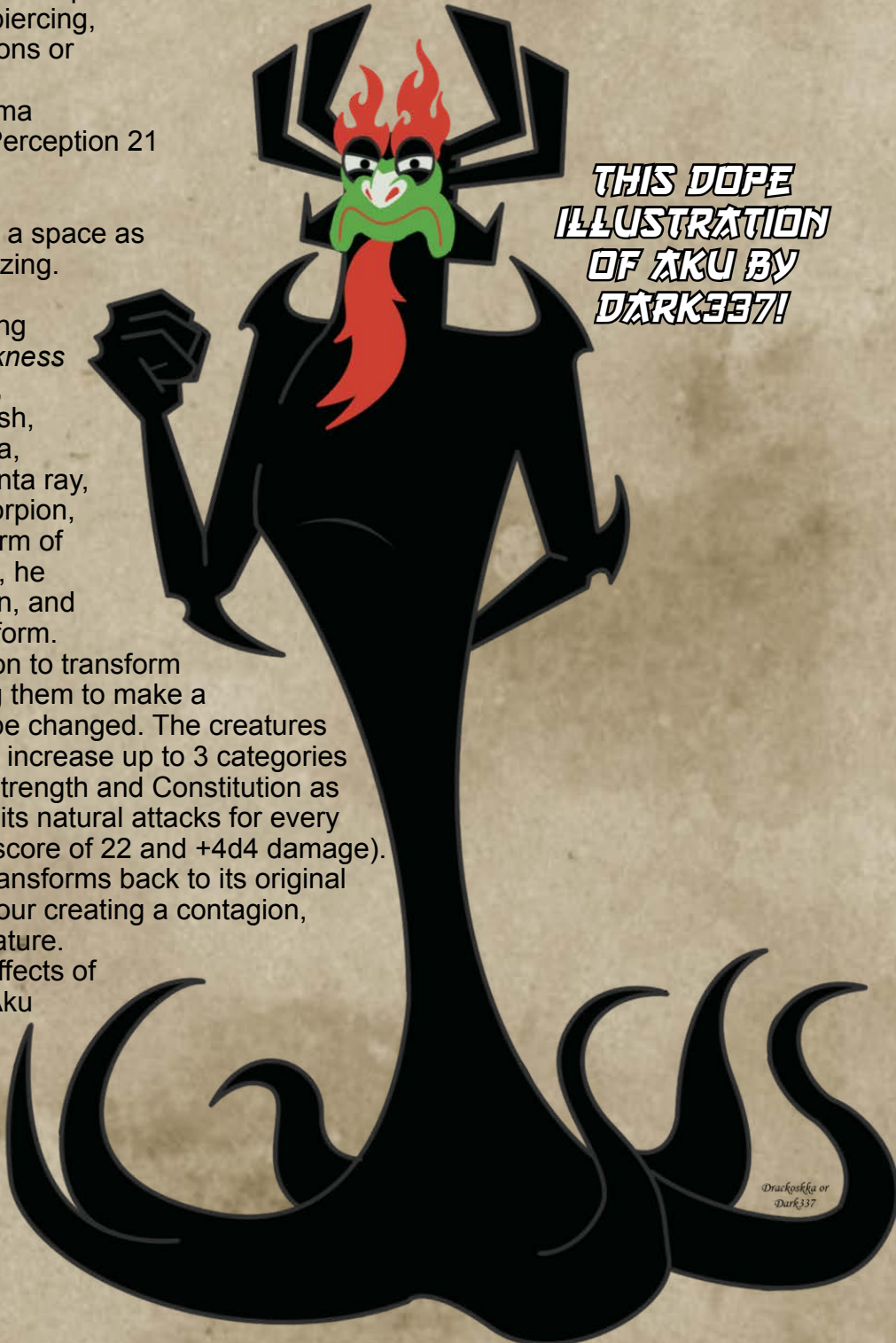
Amorphous. Aku can move through a space as narrow as 1 inch wide without squeezing.

Color Scheme. Aku typically uses *polymorph* to change into the following forms: amorphous darkness (as *darkness* and *gaseous form*), bird, cannonball, cloud, doppelganger, dragon, frog, fish, giant beetle, giant spider, goat, gorilla, human, imperial dragon, kraken, manta ray, mouse, pacman, praying mantis, scorpion, snake, spiked tubeworm, squid, swarm of humanoids. Whatever form he takes, he always remains red, black, and green, and his reflection always shows his true form.

Corruption. Aku may spend an action to transform up to 3 creatures he can see, forcing them to make a DC 20 Constitution saving throw or be changed. The creatures gain the *adeddo-oni* template^{MoA} and increase up to 3 categories in size, gaining both a +4 bonus to Strength and Constitution as well as a +1d4 bonus to damage for its natural attacks for every size increase (to a maximum ability score of 22 and +4d4 damage). When a corrupted creature dies, it transforms back to its original form. In addition, Aku can spend 1 hour creating a contagion, device, or song able to utilize this feature.

Immortality. Aku is immune to the effects of aging and requires no sustenance. Aku is also able to spend an action to impart immortality on a creature. After using this feature 3 times, Aku requires a long rest before he can use it again.

Interstellar Travel. Aku is capable of interstellar travel, well beyond the speed of light.



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Magic Resistance. Aku has advantage on saving throws against arcane spells and other arcane magical effects.

Mimicry. Aku can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 21 Wisdom (Insight) check.

Object Creation. When Aku casts *creation* he may use it to make gold and other objects of exceptional value.

Possession (Recharge 6). Aku can spit on a creature within 40 feet, forcing it to make a DC 19 Charisma saving throw or be possessed by Aku, taking on his appearance and personality as the target becomes incapacitated and loses control of its body. Aku now controls the body but doesn't deprive the target of awareness. Aku gains access to the target's class features and proficiencies but not knowledge. Creatures that were begat by Aku receive no saving throw.

The possession lasts until the body drops to 0 hit points, Aku ends it as a bonus action, or Aku is turned or forced out by an effect like the *dispel evil and good* spell. The target is immune to Aku's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Precognitive Dreams. Aku sometimes receives premonitions of his future through dreams.

Reducing Form. Aku reduces in size by one category for every 50 points of damage he takes, reducing his reach by 5 feet each time.

Spellcasting. Aku is a 24th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Aku can cast *animate dead*, *creation*, *polymorph*, *scrying*, and *telekinesis* at will and he has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *magic missile*, *primal burst*^{MoA}, *thunderwave*

2nd level (4 slots): *detect thoughts*, *flame blade*, *mirror image*, *misty step*

3rd level (4 slots): *counterspell*, *fear*, *fireball*, *lightning bolt*

4th level (4 slots): *banishment*, *ice storm*, *stone shape*, *wall of fire*

5th level (4 slots): *cone of cold*, *cloudkill*, *sphere of seasons*^{MoA}, *wall of force*

6th level (3 slots): *chain lightning*, *globe of invulnerability*, *move earth*

7th level (3 slots): *force cage*, *reverse gravity*, *teleport*

8th level (3 slot): *control weather*, *earthquake*, *incendiary cloud*

9th level (2 slot): *storm of vengeance*, *time stop*

Time Portal (1/long rest). Aku can spend an action to create a portal that sends any objects or creatures thrown into it forward through time by 3d100 years.

A time portal created by Aku remains open for 5 minutes unless he expends an additional action fortifying it (in which case it can last indefinitely and also allow for creatures to return to the point in time that the portal was created).

ACTIONS

Multiattack. Aku casts one spell and attacks with his eye beams or makes four unarmed strikes and attacks with his eye beams.

Unarmed Strike. *Melee Weapon Attack:* +13 to hit, reach 50 ft., one target. *Hit:* 18 (4d6+6) magical bludgeoning, necrotic, piercing, or slashing damage.

Eye Beams. *Ranged Weapon Attack:* +13 to hit, range 500 ft., two eye beams that can each target one creature. *Hit:* 65 (10d12) fire, force, lightning, or slashing damage. Instead of dealing damage, Aku can cause a target to make a DC 19 Wisdom saving throw or be harmlessly teleported to a point within his sight. Alternatively Aku can restore 12d6+5 hit points to a creature.

REACTIONS

Concentrated Regeneration. Aku can spend a reaction to regain 30 hit points at the start of his turn. If Aku takes damage from a divine source, he cannot activate this feature at the start of his next turn. Aku dies only if he starts his turn with 0 hit points and doesn't regenerate.



SPECIAL CHALLENGER: SAMURAI JACK

Medium humanoid (Soburi), lawful good paladin (samurai) 20

Armor Class 20 (haramaki, martial arts stance, swordmaster)

Hit Points 170 (20d8+80)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 20 (+5) | 19 (+4) | 18 (+4) | 21 (+5) | 20 (+5) | 20 (+5) | 5 (-3) |

Saving Throws Wisdom +17, Charisma +11 (+5 to all while conscious)

Skills Acrobatics +11 (advantage), Athletics +10 (advantage to jump), Culture +11, Insight +11, Medicine +11, Persuasion +11

Tools gaming set, herbalism kit

Damage Resistances piercing

Condition Immunities disease, exhaustion, frightened

Senses passive Perception 15

Languages Common (Soburi), Ceram, Ropa

Challenge 17 (18,000 XP)

Ancestral Weapon: Katana. Samurai Jack treats his katana with the same reverence he would a holy book or symbol. Accordingly, he never willingly parts with his ancestral weapon—he may not sell it, lend it to others, or otherwise abandon it. If for any reason his ancestral weapon is taken from him, he must do everything in his power to recover it.

- Samurai Jack's katana grants a +3 bonus to attack and damage. It is a divine magical weapon.
- The first time he attacks with his ancestral weapon on each of his turns, Samurai Jack can transfer some or all of his weapon's bonus to attack and damage to his Armor Class instead.
- When Samurai Jack scores a critical hit with his ancestral weapon, his bonus to damage is doubled.
- Samurai Jack's katana deals an additional 1d4 psychic damage. This damage multiplies on a critical hit.

Aura of Protection. Whenever Samurai Jack or a friendly creature within 30 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw. He must be conscious to grant this bonus.

Aura of Courage. Samurai Jack and friendly creatures within 30 feet of him can't be frightened while he is conscious.

Cleansing Touch (5/long rest). Samurai Jack can use his action to end one spell on himself or on one willing creature that he touches.

Divine Sense (6/long rest). As an action, until the end of his next turn Samurai Jack knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover. He knows the type (celestial, fiend, or undead) of any being whose presence he senses, but not its identity. Within the same radius, he also detects the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

Enjin Leaper. Samurai Jack's training with a tribe of ape people granted him their incredible ability for leaping. He gains advantage on Athletics checks made to jump and doubles the distance of any jumps he makes.

Fighting Style: Great Weapon Fighting.

When Samurai Jack rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon that he is wielding with two hands, he can reroll the die and must use the

new roll. The weapon must have the two-handed or versatile property for him to gain this benefit.



**AWESOME
SAMURAI JACK
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Honor Challenge (1/short rest). As a bonus action, Samurai Jack can shout out an Honor Challenge against an enemy creature he can see. Until combat ends or either he or his target gains the incapacitated condition, he receives immunity to all damage from attacks and spells made by creatures other than the target of his Honor Challenge, and resistance to damage from attacks and spells made by the target of his Honor Challenge. Any attacks Samurai Jack makes against creatures other than the target of his Honor Challenge deal half damage and are made at disadvantage.

Improved Divine Smite. When Samurai Jack hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target (3d8 if a fiend or

undead), in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

Lay on Hands (100 points). As an action, Samurai Jack can touch a creature and restore a number of hit points to that creature, up to the maximum amount remaining in this pool. Alternatively, he can expend 5 hit points to cure the target of one disease or neutralize one poison affecting it.

Spellcasting. Samurai Jack is a 20th-level spellcaster that uses Charisma as his spellcasting ability (spell save DC 19; +11 to hit with spell attacks). Samurai Jack has the following spells prepared from the paladin spell list:

1st-level (4 slots): *bleed*, *cure wounds*, *expeditious retreat*, *heroism*, *protection from evil and good*, *purify food and drink*, *shield of faith*

2nd-level (3 slots): *aid*, *blade attraction*, *protection from poison*, *strike within & without*, *zone of truth*

3rd-level (3 slots): *daylight*, *dispel magic*, *ghost needle*, *haste*, *remove curse*

4th-level (3 slots): *banishment*, *death ward*, *locate creature*, *resilient sphere*

5th-level (2 slots): *dispel evil and good*, *geas*, *legend lore*, *raise dead*

Stance of the Striking Serpent (3). Samurai Jack's unarmed strikes deal an additional 1d8 piercing damage, he gains advantage on Acrobatics checks, checks and saves to avoid the prone condition, and creatures are at disadvantage to resist his attempts to grant them the prone condition.

Unarmed Savant. Samurai Jack's unarmed strike damage increases by one step (to 1d4) due to his soburi heritage and he gains proficiency in the Athletics skill.

ACTIONS

Multiattack. Samurai Jack makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d4+1d8+4) bludgeoning and piercing damage.

Ancestral Katana. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+6) magical slashing damage plus 4 (1d8) radiant damage and 2 (1d4) psychic damage. When Samurai Jack scores a critical hit that kills his opponent, he may make another attack against a target within his reach as part of the same action.

Dashing Strike (5/long rest). As an action, Samurai Jack may make a single attack against a foe in between using his movement. This movement must be in a straight line, and take Samurai Jack through the space of the target of their attack. Regardless of if the attack hits, this movement doesn't provoke opportunity attacks. If Samurai Jack's attack hits and their movement both begins and ends outside of the target's reach, this attack is a critical hit.

Iaijutsu Strike (1/short rest). As an action, Samurai Jack can draw his weapon and attack with it. This attack deals 27 (6d8) additional damage.

REACTIONS

Swordmaster (Feat). When an enemy would provoke an opportunity attack, Samurai Jack may spend his reaction to move up to his speed, ending his movement adjacent to that enemy (or as close as possible).

Swordmaster (Feat). While wielding a katana, Samurai Jack can use his reaction to cut a missile in twain when he is hit by a ranged weapon attack, reducing its damage by 19 (1d12+1d8+1d4+6).



MONASTIC TRADITION: WAY OF THE DRUNKEN MASTER

You follow an often-misunderstood tradition that imitates the stumbling movements of a drunkard. Monks of the Drunken Master utilise unpredictable swaying and falling to break traditional rules of engagement and attack from odd angles. While generally viewed as a joke or at best an impractical exhibition style, in the hands of an expert the drunken style is a powerful and mesmerizing form.

Many of the monks that follow this tradition defy the typical image of a monk, abandoning strict asceticism in favour of a more hedonistic and chaotic lifestyle. Drunken Masters are rarely found in temples or monasteries; they are more likely to be found out on the road adventuring, fighting in an arena, or gambling at the nearest tavern.

BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you gain proficiency with Brewer's supplies and improvised weapons. Improvised weapons count as monk weapons for you.

HOLLOW BODY, SLOSHING BELLY

At 3rd level, you learn to fight from a stumbling but deceptively agile stance known as sloshing. As a bonus action on your turn, you can spend 1 ki point to induce a drunk-like state in yourself and begin sloshing.

While sloshing, you gain the following effects:

- When you start sloshing, you gain temporary hit points equal to your Monk level.
- You have advantage on Dexterity saves.
- Your opportunity attacks have advantage, and opportunity attacks against you have disadvantage.
- You have disadvantage on Wisdom saves and checks.

If you are able to cast spells, you can't cast them or concentrate on them while sloshing.

Your sloshing lasts for 5 minutes, and ends early if you are knocked unconscious.

Once you use this feature, you can't use it again until you finish a short or long rest. The number of times you can use this feature increases to two at 6th level, three at 11th level, and four at 17th level.

DRUNKEN TECHNIQUES

At 6th level you learn to use your drunken stumbling to make special attacks. You learn two drunken techniques from the list below, and can use them only while sloshing. You learn one additional technique of your choice at 11th and 17th level. Each time you learn a new technique, you can also replace one maneuver you know with a different one.

Crazy Hermit Opens Cask. You kick with both legs, sacrificing position for power. As an action, you can spend 2 ki points to fall prone and force one creature in melee range to make a Dexterity save. On a failed save, the creature takes 5d8 bludgeoning damage, plus an extra 1d8 bludgeoning damage for each additional ki point you spend, and knocks the target prone. On a successful save the creature takes half damage and is not knocked prone.

Down the Hatch. When you hit another creature with a melee attack, you can spend 2 ki points to attempt to strike it in the throat, silencing it. The creature must succeed on a Dexterity saving throw or be silenced for 1 minute. While silenced, the creature cannot speak or make noises using its mouth, and cannot provide the verbal component for spells. At the end of each of its turns, the target can make a Constitution saving throw, ending this effect on a success.

Drunken Lady Flirts With Master. As a bonus action, you spend 1 ki point to make a grapple attempt with advantage.

Gambler Cheats Game. When you hit a creature with an attack using an improvised weapon, you can spend 1 ki point to attempt to disarm the target. The target must succeed on a Strength saving throw or drop one object of your choice at its feet.

Grasshopper Rises Early. While prone you can use your reaction and spend 1 ki point to immediately stand up. Each creature within 5 feet of you must succeed on a Dexterity saving throw or be knocked prone. If you would hit a creature that is already prone, it takes damage equal to two of your martial arts die.

Spill the Cup. When you take damage you can use your reaction and spend 1 ki point to halve the damage and fall prone. This technique cannot reduce psychic damage, and cannot be used if you are already prone.

Teetering Monkey Rush. As an action, you gain the ability to move through the space of other creatures until the end of your turn. When you move through the space of a Large or smaller creature in this manner you may choose to spend 1 ki point. That creature must then succeed on a Strength saving throw or take damage equal to your martial arts die and be knocked prone. On a successful save the creature takes half damage and is not knocked prone. You may choose to spend ki in this way for each creature you pass through. You cannot end your move in another creature's space.

DOWN IN THE DIRT

At 11th level, your practice with stumbling and falling has made you well adapted to fighting from seemingly disadvantageous positions. While prone your melee attacks don't have disadvantage and enemy melee attacks don't have advantage, and standing up costs you 10 feet of movement.

BEFUDDLE

At 17th level you learn to use your own ki to mimic the effects of intoxication in your opponents. As an action, you spend 4 ki points to target up to 3 creatures within 15 feet of you. Each creature must succeed on a Constitution save or be subjected to the effects of the *Slow* spell for 5 minutes. Affected creatures may use their action to make a Constitution save, ending the effect on a success.



SPECIAL CHALLENGER: SHUN DI (VIRTUA FIGHTER 4)

Medium humanoid (human, soburi), neutral good monk 15

Armor Class 22 (Wisdom, martial arts stance)

Hit Points 127 (15d8+60)

Speed 55 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 20 (+5) | 19 (+4) | 13 (+1) | 19 (+4) | 14 (+2) | 8 (-1) | 13 (+1) |

Saving Throws Str +6, Dex +10

Skills Athletics +6, History +6, Insight +9, Survival +9

Tools brewer's supplies

Damage Resistances bludgeoning

Senses passive Perception 14

Languages Soburi (Common), Ropa

Challenge 11 (7,200 XP)

Outlander Background Feature: Wanderer.

Shun Di can always recall the general layout of terrain, settlements, and other features around him.

Bonus Proficiencies. Shun Di treats improvised weapons as monk weapons.

Down in the Dirt. While prone Shun Di's melee attacks don't have disadvantage and enemy melee attacks against him don't have advantage. In addition, standing up costs him 10 feet of movement.

Drunken Technique: Teetering Monkey Rush.

As an action, Shun Di gains the ability to move through the space of other creatures until the end of his turn. When he moves through the space of a Large or smaller creature in this manner he may choose to spend 1 *ki* point. That creature must then succeed on a Strength saving throw or take 1d10 magical bludgeoning damage and be knocked prone. On a successful save the creature takes half damage and is not knocked prone. Shun Di may choose to spend *ki* in this way for each creature he passes through. He cannot end his move in another creature's space.

Evasion. If Shun Di 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.

Hollow Body, Sloshing Belly. As a bonus action on his turn, Shun Di can spend 1 *ki* point to induce a drunk-like state in himself and begin sloshing. His sloshing lasts for 5 minutes, ending early if he is knocked unconscious. Once Shun Di has used this feature 3 times, he cannot use it again until he finishes a short or long rest. While sloshing, he gains the following effects:

- When he starts sloshing, he gains 11 temporary hit points.
- Shun Di has advantage on Dexterity saving throws.
- Shun Di has advantage on advantage on opportunity attacks and opportunity attacks against him have disadvantage.
- Shun Di makes Wisdom checks and saving throws with disadvantage.
- Shun Di is able to perform drunken techniques only while sloshing.

Ki (15 points).

- **Diamond Soul.** Whenever Shun Di makes a saving throw and fails, he can spend 1 *ki* point to reroll it and take the second result.
- **Drunken Technique: Spill the Cup.** When Shun Di would take damage he can use his reaction and spend 1 *ki* point to half the damage and fall prone. This technique cannot reduce psychic damage, and cannot be used if he is already prone.
- **Patient Defense.** Shun Di can spend 1 *ki* point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** Shun Di 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 Attack.** Shun Di can spend 1 *ki* point to attempt to stun a creature she hits with a melee weapon attack. The target must succeed on a DC 18 Constitution saving throw or be stunned until the end of his next turn.

Stance of the Stout Boar (3). Shun Di may ignore nonmagical difficult terrain or terrain movement costs (such as from climbing or swimming) so long as all his movement is in a straight line and ends with him making a melee weapon attack, and he has advantage on saving throws against effects or spells that would cause him to move.

Stillness of Mind. As an action, Shun Di can end one effect on himself that is causing him to be charmed or frightened.

Tongue of the Sun and Moon. Shun Di understands all spoken languages. Moreover, any creature that can understand a language can understand what he says.

Unarmored Movement. Shun Di is able to move along vertical surfaces and across liquids on his turn without falling during the move.

ACTIONS

Multiattack. Shun-Di attacks twice on his turn (if attacking unarmed he can spend his bonus action to attack a third time or his bonus action and 1 *ki* to attack a third and fourth time).

Unarmed. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 15 (1d10+1d8+5) magical bludgeoning damage.

REACTIONS

Deflect Missile. Shun Di can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 15 (1d10+1d8+5).

Drunken Technique: Grasshopper Rises Early. While prone Shun Di can use his reaction and spend 1 *ki* point to immediately stand up. Each creature within 5 feet of him must make a Dexterity saving throw or be knocked prone. If he would hit a creature that is already prone, it takes damage equal to 2d10 magical bludgeoning damage.

Slow Fall. Shun Di can use his reaction when he falls to reduce any falling damage he takes by 75.



SPECIAL CHALLENGER: AFRO SAMURAI

Medium humanoid, lawful good

Armor Class 19

Hit Points 116 (7d8+6d10+52)

Speed 50 ft., triple jump distance

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 20 (+5) | 19 (+4) | 15 (+2) | 18 (+4) | 11 (+0) | 20 (+5) | 18 (+4) |

Saving Throws Wisdom +9, Charisma +5 (+1 to all while conscious)

Skills Acrobatics +10, Athletics +9, Insight +9, Perception +9, Stealth +10

Condition Immunities disease

Senses passive Perception 19

Challenge 17 (18,000 XP)

Action Surge (1/short rest). On his turn, Afro Samurai can take an additional action on top of his regular action and a possible bonus action.

Ancestral Weapon: Katana. The first time Afro Samurai attacks with his ancestral weapon on each of his turns, he can transfer 2 points from attack and damage to his Armor Class instead.

Divine Smite. When Afro Samurai hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target (3d8 if a fiend or undead), in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

Feat: Mobility. When Afro Samurai uses the Dash action difficult terrain doesn't cost him extra movement on that turn and when he makes a melee attack against a creature, he doesn't provoke opportunity attacks from that creature for the rest of the turn (whether he hits or not).

Feat: Sentinel. When Afro Samurai hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures within 5 feet of Afro Samurai provoke opportunity attacks from him even if they take the Disengage action before leaving his reach. Finally, when a creature within 5 feet of Afro Samurai makes an attack against a target other than him (and that target doesn't have this feat), he can use his reaction to make a melee weapon attack against the attacking creature.

Fighting Spirit. As a bonus action on Afro Samurai's turn he can gain advantage on all attack rolls and resistance to bludgeoning, piercing, and slashing damage. These benefits last until the end of his next turn.

Lay on Hands (35 points). As an action, Afro Samurai can touch a creature and restore a number of hit points to that creature, up to the maximum amount remaining in this pool. Alternatively, he can expend 5 hit points to cure the target of one disease or neutralize one poison affecting it.

In addition, once during combat he may regain 1d10+6 hit points as a bonus action.

Number #2 Headband. Afro Samurai can cast *feather fall* and *jump* at will and gains 2 additional reactions each turn.

Relentless Endurance. When Afro Samurai is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a long rest.





Spellcasting. Afro Samurai is a 7th-level spellcaster that uses Charisma as his spellcasting ability (spell save DC 14; +6 to hit with spell attacks). Afro Samurai has the following spells prepared from the paladin spell list:

1st-level (4 slots): *bless*, *expeditious retreat*, *heroism*, *shield of faith*

2nd-level (3 slots): *aid*, *blade attraction*, *strike within & without*, *zone of truth*

ACTIONS

Multiattack. Afro Samurai makes three attacks.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage.

Ancestral Katana. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (1d12+2d6+6) magical slashing damage. Afro Samurai can choose to attack with only a +6 bonus to deal +10 damage.

Critical Hits. Afro Samurai has a variety of abilities that activate when he scores a critical hit (which occurs on a roll of 15-20 while he is wielding a sword):

- On Afro Samurai's turn, when he scores a critical hit with a melee weapon or reduce a creature to 0 hit points with one, he can make one melee weapon attack as a bonus action.
- When Afro Samurai scores a critical hit that kills his opponent, he may make another attack against a target within his reach as part of the same action.
- Each time Afro Samurai scores a critical hit with his ancestral weapon, his target takes 2 damage at the start of his turn every round until the wound is stanchied with a successful DC 13 Wisdom (Medicine) check or the target receives magical healing.

Dashing Strike. Afro Samurai can Dash as a bonus action. If he moves in a straight line (taking him through the space of the target of his attack) and attacks once in between using his movement, as long as his movement begins and ends outside of the target's reach and he would normally hit the attack becomes a critical hit.

Iaijutsu Strike. If Afro Samurai scores a hit on his initial attack in the same turn he first draws his weapon in a combat, the attack deals 23 (5d8) additional damage.

Feat: Charger. When Afro Samurai uses his action to Dash, he can use a bonus action to make one melee weapon attack or to shove a creature. If he moves at least 10 feet in a straight line immediately before taking this bonus action, he either gains a +5 bonus to the attack's damage roll (if he chose to make a melee attack and hit) or pushes the target up to 10 feet away from him (if he chose to shove and succeeds).

REACTIONS

Feat: Swordmaster. When an enemy would provoke an opportunity attack, Afro Samurai may spend his reaction to move up to his speed, ending his movement adjacent to that enemy (or as close as possible).

In addition while wielding a katana, Afro Samurai can use his reaction to cut a missile in twain when he is hit by a ranged weapon attack, reducing its damage by 19 (1d12+2d6+6).

SPECIAL CHALLENGER: JINNO

Medium humanoid (soburi), lawful evil fighter 18

Armor Class 18 (plating augmetic, Dual Wielder)

Hit Points 202 (18d10+90)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 20 (+5) | 20 (+5) | 13 (+1) | 11 (+0) | 11 (+0) | 5 (-3) | 20 (+5) |

Saving Throws Str +11, Con +11

Skills Athletics +11, Insight +6, Intimidation +11, Survival +6

Condition Immunities exhaustion

Senses darkvision 90 ft., passive Perception 10

Languages Soburi

Challenge 14 (11,500 XP)

Action Surge (2/short rest). On his turn, Jinno can take one additional action on top of his regular action and a possible bonus action, but only once on the same turn.

Augmetic Overcharge (1/long rest). Jinno may spend a bonus action to overcharge all of his augmetics. Any abilities or bonuses they grant have their effects doubled for 6 rounds (as follows):

- **Electrolenses.** Darkvision 180 ft.
- **Energized Pylon.** +18 temporary hit points, +1 to Constitution modifier
- **Plating.** AC +2
- **Steam Arm.** +1 to attack, damage, Strength checks, Strength saving throws
- **Steam Leg.** AC +1, speed +10 ft., +1 to Dexterity checks, +1 to Dexterity saving throws
- **Telescopic Arm.** Reach 15 ft.

Feat: Charger. When Jinno uses his action to Dash, he can use a bonus action to make one melee weapon attack or to shove a creature. If he moves at least 10 feet in a straight line immediately before taking this bonus action, he either gains a +5 bonus to the attack's damage roll (if he chose to make a melee attack and hits) or pushes the target up to 10 feet away from him (if he chose to shove and he succeeds).

Feat: Dual Wielder. Jinno gains a +1 bonus to AC while he is wielding a separate melee weapon in each hand, he can use two-weapon fighting even when the one handed melee weapons he is wielding aren't light, and he can draw or stow two one-handed weapons when he would normally be able to draw or stow only one.

Feat: Mobile. When Jinno uses the Dash action, difficult terrain doesn't cost him extra movement on that turn. When he makes a melee attack against a creature, he doesn't provoke opportunity attacks from that creature for the rest of the turn, whether he hits or not.

High Haitoku. Jinno ignores the first 3 points of damage from attacks and spells.

Indomitable (3/long rest). Jinno can reroll a saving throw that he fails. If he does so, he must use the new roll.

Second Wind (1/short rest). On Jinno's turn, he can use a bonus action to regain 1d10 + 18 hit points.

ACTIONS

Multiattack. Jinno attacks three times (four times with a bonus action).

Katanas. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d10+5) slashing damage.

Unarmed. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d10+5) bludgeoning damage.

Feat: Swordmaster. When Jinno is wielding a katana and scores a critical hit that kills his opponent, he may make another attack against a target within his reach as part of the same action.

REACTIONS

Feat: Duelist. Jinno can use his reaction to add +6 to his AC for that attack, potentially causing the attack to miss him.

Feat: Swordmaster. When an enemy would provoke an opportunity attack, Jinno may spend his reaction to move up to his speed, ending his movement adjacent to that enemy (or as close as possible).

In addition while wielding a katana, Jinno can use his reaction to cut a missile in twain when he is hit by a ranged weapon attack, reducing its damage by 11 (1d10+5).

AUGMETICS (can be targeted by attacks, all AC 24)

Electrolens Augmetic (2; 20 hp each). Darkvision 90 feet.

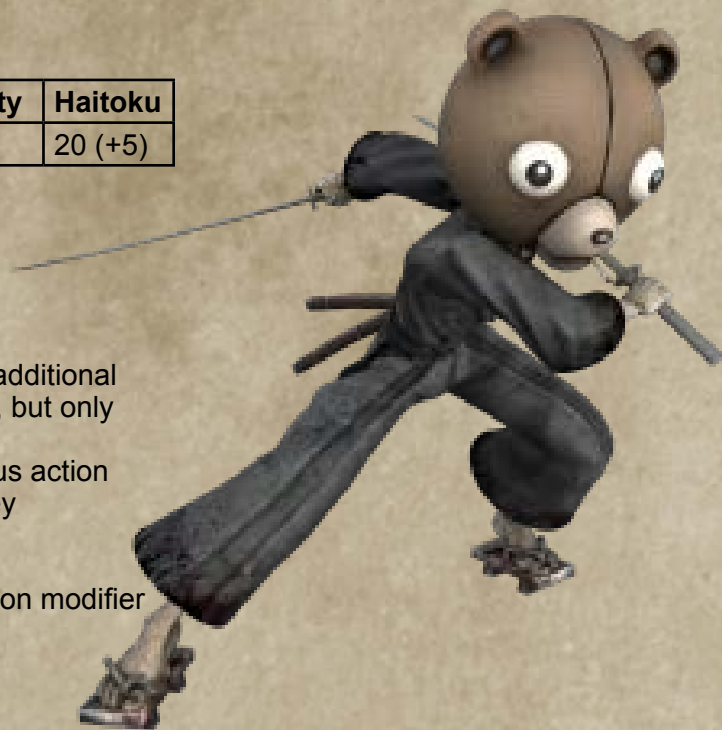
Energized Pylon Augmetic (30 hp). Constitution +2.

Plating Augmetic (30 hp). AC +2.

Steam Arm Augmetic (30 hp). Strength +2.

Steam Leg Augmetic (30 hp). Dexterity +2, speed +10 ft., unarmed strike 1d8 bludgeoning damage.

Telescopic Arm Augmetic (30 hp). Reach +5 ft., unarmed strike 1d8 bludgeoning damage.





SPECIAL CHALLENGER: PROTOMAN

Medium humanoid (android, hyper), chaotic neutral fighter 6 / rogue 3 [HS 4; hypernaut 1/meganaut 1]

Armor Class 18 (studded leather, shield)

Hit Points 96 (7d10+3d8+35)

Speed 45 ft., climb 45 ft. (running jump +5 ft.)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 19 (+4) | 17 (+3) | 18 (+4) | 14 (+2) | 12 (+1) |

Saving Throws Dex +10, Int +10

Skills Acrobatics +12, Athletics +12, Perception +6, Survival +6, Technology +6

Damage Vulnerabilities lightning

Damage Resistances poison, psychic

Condition Immunities charmed, deafened, frightened, poisoned, radiation, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Binary, Common

Challenge 11 (7,200 XP)

Action Surge (1/short rest). On his turn, Protoman can take an additional action on top of his regular action and a possible bonus action.

Cunning Action. Protoman can take a bonus action on each of his turns in combat to take the Dash, Disengage, or Hide action, to make a Dexterity (Sleight of Hand) check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Cybertech. Protoman has advantage on Strength checks using his arms.

Feat: Mobile. When Protoman uses the Dash action, difficult terrain doesn't cost him extra movement on that turn. When he makes a melee attack against a creature, he doesn't provoke opportunity attacks from that creature for the rest of the turn, whether he hits or not.

Hypernaut Power: Variable Weapon System. Protoman may copy the weapon schematics of defeated constructs and androids, able to utilize a copied feature 6 times before running out of charges (for copied attacks, these are 1 round increments). To copy a defeated enemy's weapon schematics, Protoman must spend an action and succeed on a DC 12 Hyper check (he has a +2 bonus). He may store up to 4 different copied features at a time, each with its own set of charges. Switching between weapons is a bonus action. Protoman regains expended charges after completing a long rest. Below are some examples of copied weapons (as a rule of thumb, a copied weapon should deal 1d6 per point of proficiency bonus for energy plus a condition effect, 1d8 per point of proficiency bonus for energy, or 2d6 per point of proficiency bonus for weapon damage):

- **Cutting Blades.** As an action, Protoman makes one ranged weapon attack (+9) against a target within 200 feet. On a successful hit, the target takes 49 (12d6+7) slashing damage.
- **Flame Blast.** As an action, Protoman makes one ranged weapon attack (+9) against a target within 200 feet. On a successful hit, the target takes 34 (6d8+7) fire damage.
- **Ice Blast.** As an action, Protoman makes one ranged weapon attack (+9) against a target within 200 feet. On a successful hit, the target takes 28 (6d6+7) cold damage and makes a DC 18 Constitution saving throw or is stunned for 1 round.
- **Leaf Shield.** As a reaction, Protoman can create a shield of leaves that encircle him. These leaves have 12 hit points and any damage he would take before the end of his next turn is subtracted first from this pool of hit points.
- **Strong Throw.** As an action, Protoman rips out a huge chunk of rock from the ground and makes one ranged weapon attack (+9) against a target within 100 feet. On a successful hit, the target takes 49 (12d6+7) bludgeoning damage.
- **Tornado Slide.** As an action, Protoman moves his Speed. During this movement Protoman is able to travel through the squares of creatures as if they were not difficult terrain and he does not provoke opportunity



attacks. Any creature in a square he travels through must make a DC 18 Strength saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and is flung up 20 feet away in a random direction and is knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or takes the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Hyper Initiative. Protoman has advantage on Initiative checks.

Hyper Mortality. Protoman has advantage on Death saves.

Hyper Vitality (1/short rest). When Protoman is reduced to 0 HP, he regains 10 hit points as a reaction.

Second Wind (1/short rest). On his turn, Protoman can use a bonus action to regain 1d10+6 hit points.

Sneak Attack 2d6 (1/turn). Protoman deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and he doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Protoman attacks three times (and can autofire with a bonus action to attack with his plasma cannon again with disadvantage).

Unarmed. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage.

Plasma Cannon. *Ranged Weapon Attack:* +14 to hit, range 50/200, one target. *Hit:* 14 (2d6+7) force damage.

Plasma Cannon (Overcharge all attacks for 1 round). *Ranged Weapon Attack:* +9 to hit, range 50/200, one target. *Hit:* 24 (2d6+17) force damage.

Big Bang Strike. As an action, Protoman charges up his plasma cannon. At the end of the round he makes one ranged weapon attack (+9) against a target within 400 feet. On a successful hit, the target takes 70 (8d6+38) force damage. Regardless of whether or not the attack hits, Protoman takes 18 (6d4) damage.

Feat: Sharpshooter. Protoman doesn't have disadvantage when attacking at long range, and his ranged weapon attacks ignore half cover and three-quarters cover.

Improved Critical. Protoman's weapon attacks score a critical hit on a roll of 19 or 20.



RELICS

ABEL'S SAMBO GI

Wondrous item, legendary

Abel's attire has gradually absorbed some of his spent *ki*, granting whomever dons it the knowledge of potent combat techniques. While wearing *Abel's sambo gi*, you are able to use fighting style features with your unarmed strike. You also gain the following benefits:

Marseiyu Rolling. If you spend 1 *ki* to Dash as a bonus action, you may travel through the squares of other creatures and do not treat squares occupied by a creature as difficult terrain.

Sky Fall. When a creature is in the air (either jumping or flying) and within your reach, you may spend your reaction to make an unarmed strike against them, grappling the target on a successful hit.

Tornado Throw. You may use your action to throw a creature grappled by you. The target is thrown 1d4 times 10 feet and lands prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw (DC 8 + your proficiency bonus + your Strength modifier) or takes the same damage and be knocked prone. If the saving throw is successful, the second target takes half the bludgeoning damage and isn't knocked prone.

AKUMA'S HAITOKU BEADS

Wondrous item, legendary (requires attunement)

These dark wooden beads have been used by Akuma to focus prayers and spiritual energy for decades, rapidly instilled with fell power by the shed blood of his enemies. *Haitoku prayer beads* have 8 prayer points; Akuma has attuned them to grant sacred armor (2 points), sacred skill Perception (2 points), and sacred strike x2 (4 points). In addition, a creature wearing this item gains the following features:

Shakunetsu Hadoken (Scorching Heat Surge Fist). If you know the *eldritch blasts* cantrip, you are able to use it in conjunction with the Fury of Blows monk feature (gaining two additional *eldritch blasts* as a bonus action) though when doing so all of your beams must target the same creature and you deal fire and necrotic damage instead of force damage. Once you have used this feature, you cannot do so again for 1 minute or until you are reduced to 20 hp or less.

Shun Goku Satsu (Raging Demon). As an action, you may spend 6 *ki* points to become incorporeal and move towards a target enemy spending movement speed as part of this action. This movement does not provoke opportunity attacks and ignores difficult terrain. If this puts you within melee range of an enemy, a grapple attempt is made with advantage. On a success, the opponent makes a Constitution saving throw (DC 8 + your Proficiency bonus + your Wisdom modifier). On a failed save, the opponent is reduced to 0 hp and knocked prone. On a successful save, the target takes 10d10 necrotic damage and is knocked prone. Your remaining movement for the turn is reduced to 0 and you cannot take reactions until the start of your next turn. Once you have used this feature, you cannot do so again until you have finished a long rest.

BALROG'S BOXING GLOVES

Wondrous item, legendary (require attunement)

While wearing these boxing gloves you gain a +2 magical bonus to attack and damage rolls with unarmed strikes, are able to use fighting style features with your unarmed strike as though it were one-handed weapon, and if you have the Charger feat you are able to use both options of the feat in the same attack (causing a creature shoved away with the maneuver to provoke an opportunity attack). At the start of your turn you can mark one enemy as your target, increasing the reach of your unarmed strike by 5 feet against the target until the start of your next turn.

BLANKA'S SHACKLES

Wondrous item, legendary

Blanka still wears the manacles that imprisoned him during the experimentation that changed him into the freakish monster he is now. Wearing this magic item grants you the following benefits:

Electric Charge. If you have the Faded feature (from the Faded Warrior Primal Path) its damage changes from necrotic to lightning.

Electric Thunder. If you can Rage, while raging you can spend your reaction when attacked to curl to your knees and focus your biomechanical energies, roiling with a surge of powerful electricity. Until the start of your next turn, attacks made against you have advantage but all creatures and objects that start their turn within 5 feet of you or pass within 5 feet of you take 5d8 lightning damage.

Rolling Attack. When you move at least 10 feet

in a straight line immediately before attacking a creature, you gain a +5 bonus to the attack's damage roll and you push the target up to 10 feet away from you (provoking an opportunity attack).

CHUN-LI'S SPIKED BRACELETS

Wondrous item, legendary (requires attunement)

The spiked bracelets Chun-Li has worn into battle over the years have become an integral part of her fighting style, imbued with ki that grant whomever wears them great power. While wearing *Chun-Li's spiked bracelets* you gain these features:

Headstomp. When making your first attack in the round, you may make a Dexterity (Acrobatics) check against a target creature's AC as long as you move at least 5 feet. On a success, you gain advantage on your first attack roll and if you hit, it becomes a critical hit (dealing your Sneak Attack damage because of advantage, if you have Sneak Attack). After a successful hit you can make another Dexterity (Acrobatics) check and move up to 20 feet, using the check result as your AC against any opportunity attacks provoked by your movement before you land.

Hyakuretsu Kyaku. You can spend 1 *ki* and an action planting one leg onto the ground, using the other to lash out with lightning strikes that pummel whatever gets within range. Until the beginning of your next turn, any creature that enters or starts its turn in the area (any squares in a 180 degree arc in the direction you are facing and within your reach) takes 2d10+4d8 bludgeoning, piercing, and force damage plus either your Dexterity or Strength modifier. A Dexterity saving throw made with disadvantage (DC 8 + your Proficiency bonus + your Strength or Dexterity modifier) reduces this damage by half, but failure by 5 or more causes a creature to take double damage.

Kikkoken. You can spend 1 *ki* and focus your power as an action, unleashing a lethal ball of energy with a range of 50/100, dealing 3d10 force damage per point of proficiency bonus you possess plus your Wisdom modifier on a successful hit and forcing the target to make a Constitution saving throw (DC 8 + your Proficiency bonus + your Strength or Dexterity modifier) or be knocked prone and stunned for 1 round.

CODY'S CHAINS

Magic weapon, legendary (requires attunement)

Cody has spent so much time in chains that he

has become more dangerous with them than without them--anyone that can prize the shackles he's kept around the longest out of his hands gains a powerful weapon indeed. When shackled in these chains (which count as a martial two-handed weapon that deal 1d8 bludgeoning damage and grant a +1 magical bonus to attack and damage), you can use any martial arts stance feats or fighting styles you have in conjunction with *Cody's chains*. If you have Cunning Action, you can use it to make an extra attack with the chains. While in *Cody's chains* you are able to use your Cunning Action to make a Charisma (Deception) check opposed by the Wisdom (Insight) check of a creature within 15 feet. If you succeed, you gain advantage against the target and may deal Sneak Attack damage to it (even if you have already dealt Sneak Attack damage that turn). Wearing these chains also grants you the following features:

Bad Spray. You can spend your Cunning Action gathering dust, sand, dirt, or other material off the ground with *Cody's chains*, flinging the grit at your opponent and forcing the target to make a Constitution saving throw (DC 8 + your Proficiency bonus + your Strength or Dexterity modifier) or be blinded for 1 round.

Zonk Knuckle (Recharge 6). Using the momentum granted by pounds of heavy metal, you deliver a powerful blow with *Cody's chains* or an unarmed strike as an action. On a hit the attack deals 6d6 extra damage.

DEEJAY'S SPARRING GLOVES

The sparring gloves DeeJay first wore during training have become an indispensable accessory, the beats and rhythms of his musical fighting style imbued within them. While wearing his sparring gloves, DeeJay may use his fighting style feature with his unarmed strikes. In addition he gains the following features:

Air Slasher. You can spend a bonus action gathering and storing your power. On your next turn as long as you have not been stunned, you can unleash a sonic boom that travels 100 feet in a 5-ft.-line. Any creature in the path of the sonic boom takes 3d10 thunder damage per point of proficiency bonus you possess. A DC 17 Dexterity saving throw halves this damage.

Jackknife Maximum. You gain one superiority die. You can expend one superiority die and use a bonus action to make a melee attack against any number of creatures within 10 feet of you, with a separate attack roll for each target.

DHALSIM'S PRAYER BRACELETS

Wondrous item, legendary (requires attunement)

Dhalsim has worn the same rings of bone around his wrists since he was a child; they have absorbed his ki and transformed into enchanted items that complement his fighting style. While wearing *Dhalsim's prayer bracelets*, your unarmed strikes deal an extra 3 damage and increase in reach by 5 feet. In addition you gain the following benefits and features:

Yoga Dive. When making your first attack in the round, you may make a Strength (Athletics) check against a target creature's AC as long as you move at least 5 feet. On a success, you gain advantage on your first attack roll and if you hit, it becomes a critical hit (if it would be a natural critical hit it deals 10 extra damage). After a successful hit you can make another Strength (Athletics) check and move up to 20 feet, using the check result as your AC against any opportunity attacks provoked by your movement before you land.

Yoga Fire. If you have taken the Stance of Fire's Eternal Vengeance martial arts feat, when you activate its area attack feature *Dhalsim's prayer bracelets* create 1 free charge use of the feature. This use can be activated without spending an additional ki. Alternatively, by spending 1 *ki* when using the martial arts stance's feature, any creature that fails its saving throw against it is knocked prone.

Yoga Flame. By spending 1 *ki*, you can spit a ball of flame (range 30/60) that deals fire damage equal to 2d12 per point of proficiency bonus you possess plus your Wisdom modifier.

Yoga Strike. You can spend an action to make an unarmed strike at a target within 30 feet, dealing double your normal damage on a successful hit. A creature hit by this attack makes a Constitution saving throw (DC 8 + your Proficiency bonus + your Strength or Dexterity modifier) or is knocked prone.

E. HONDA'S MAWASHI

Wondrous item, legendary

As a celebrated sumo wrestler, any mawashi that E. Honda wears into battle has been carefully prepared by attendants, anointed with incense, oils, and prayers that unlock his greater power. While wearing this mawashi, you are able to use fighting style feature with unarmed strikes. In addition, you gain the following two features:

Hundred Hand Slap. You spend an action throwing your arms forward in strikes so rapid that they move too quickly for the eye to follow. Until the beginning of your next turn,

any creature that enters or starts its turn in the area (any squares in a 180 degree arc in the direction you are facing and within your reach) takes 2d8+2d6 bludgeoning and force damage plus triple your Strength modifier. A Dexterity saving throw (DC 8 + your Proficiency bonus + your Strength Modifier) made with disadvantage reduces this damage by half, but failure by 5 or more causes a creature to take double damage. Until the beginning of your next turn, your speed is reduced to 5 feet. You may spend superiority dice when a creature is damaged by Hundred Hand Slap.

Sumo Headbutt. When making your first attack in a round, you may make a Strength (Athletics) check against a target creature's AC as long as you move at least 5 feet. On a success, you have advantage on his first attack roll and if you hit, it becomes a critical hit (if it would be a natural critical hit it deals 10 extra damage).

GOUKEN'S SONGEN PRAYER BEADS

Wondrous item, legendary (requires attunement)

These worn wooden beads have been worn by Gouken for years, gradually gathering up the spiritual energy condensed by his meditation. *Songen prayer beads* have 8 prayer points; Gouken has attuned them to grant sacred skills Acrobatics and Perception (proficiency; 2 points) and sacred strike x3 (+3 atk/dmg; 6 points). In addition, while wearing this item you gain the following features:

Hadouken! By spending 1 *ki* as an action, you unleash up to two balls of energy as ranged attacks (range 40/100) that deal 3d12+ your Wisdom modifier force damage. These are otherwise treated as unarmed strikes (and can be used with Flurry of Blows and features like it) that use your Wisdom modifier on the attack roll.

Hurricane Kick! By spending 1 *ki* as a bonus action, you can make a melee attack against any number of creatures within 15 feet of you, with a separate attack roll for each target.

Shinko-Hadouken! By spending 3 *ki* as well as your action and bonus action, you can unleash an intense beam of energy in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 3d12 per point of proficiency bonus you possess in force damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are also pushed back a number of feet equal to half the damage they take (round up).

GUILE'S BOOTS

Wondrous item, legendary

Guile's got the same pair of boots issued to him when he joined the ranks of the military. After shedding the blood of countless soldiers across the world they have accrued power. Wearing *Guile's boots* grants you the following features:

Flash Kick. You can spend a bonus action to go to a knee. Once you have taken a knee, the next attack you make is a flash kick maneuver that adds one superiority dice (minimum +1d6) to both attack and damage (without expending any of the your superiority dice, if the you have any). On a successful hit, the target makes a Strength saving throw (DC 8 + your Proficiency bonus + your Strength or Dexterity modifier) or is pushed away 10 feet and knocked prone.

Sonic BOOM! You can spend a bonus action gathering your power, storing it. On your next turn as long as you have not been stunned, you can unleash a sonic boom that travels 100 feet in a 5-ft.-line. Any creature in the path of the sonic boom takes 3d10 thunder damage per point of proficiency bonus you possess. A Dexterity saving throw (DC 8 + your Proficiency bonus + your Strength or Dexterity modifier) halves this damage.

KEN'S FIGHTING GLOVES

Wondrous item, legendary

Ken uses the same gloves he wore throughout training and they have absorbed his ki. While wearing *Ken's fighting gloves*, you can use fighting styles with your unarmed strike. In addition, you gain the following two features:

Hadouken! By spending 1 *ki* as an action, you can unleash up to two balls of energy as ranged attacks (range 40/100) that deal an amount of force damage equal to 5d12 plus your Wisdom modifier. These are otherwise treated as unarmed strikes (and can be used with Flurry of Blows and features like it).

Flaming Shoryuken! By spending 2 *ki*, you can use the special attack feature from the Stance of Fire's Eternal Vengeance martial arts feat by spending 2 *ki*, although you only deal 5d8 fire damage when doing so.

NECALLI'S COZCATL

Wondrous item, legendary (requires attunement)

Records of Necalli are spurious at best and it is unknown how long he has stalked the Earth seeking out the souls of warriors, extinguishing countless foes in his relentless search for ever more power. The various ringlets arrayed throughout his dreadlocks have

gradually siphoned away some of each dead opponent's lifeforce, further imbuing Necalli. Only evil creatures are able to gain any benefit from wearing *Necalli's Cozcatl*. While wearing these hair ringlets, you gain the following benefits:

Mask of Tlalli (1/turn). When you hit with an unarmed strike, instead of dealing damage you can choose to grab the face of your opponent in a grapple. As a bonus action, you can then slam the target onto the ground, giving them the prone condition and dealing your unarmed strike damage.

Shoryuken. When a creature within 10 feet makes a check to jump, you can spend your reaction to make an opportunity attack, leaping into a vicious uppercut. On a successful hit, the target makes a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or is knocked prone.

Soul Offering. As a bonus action, you take a grappled foe and dash forward, slamming your opponent into something before clawing at them furiously (changing your unarmed strikes' damage to slashing until the end of your turn) or if enraged, striking them with a potent blast of dark energy that deals 2d8 necrotic damage per point of proficiency bonus you possess. Once you have used this feature, you cannot do so again for 1 minute or until you are reduced to 1/10th your total hit points.

The Disc's Guidance. When you move at least 10 feet in a straight line immediately before attacking a creature, you gain a +5 bonus to the attack's damage roll and the target makes a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or is knocked prone.

Valiant Rebellion. By spending a bonus action you slam your foot into the ground, the power of your stomp sending the earth beneath your opponents popping upwards. Choose one creature within reach, forcing it to make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or go prone.

Writhing Power. While raging, you increase the reach of your unarmed strikes by 5 feet.

PSYCHO DRIVE

Steampunk Item, legendary

This large and complex machine is used by M. Bison to charge and store psycho energy, a type of negative *ki*. For every week you spend at least 1 hour each day using the Psycho Drive, you take a permanent cumulative -1 penalty to

Constitution checks and saving throws. Using the Psycho Drive for 1 hour grants you 20 psycho points you can spend on the following features:

Psycho Cannon (1 point). You unleash a blast of energy as a ranged attack (range 30/120) that deals 2d8 bludgeoning damage plus your Strength modifier and 1d8 psychic damage on a successful hit. Treat these as unarmed strikes (which can be used with Flurry of Blows and features like it).

Psycho Crusher (3 points). You charge your right hand with psycho power then surrounds you with the energy while flying towards your opponents, similar to a torpedo. Activating this attack is a free action you take during an attack action and you gain advantage on the attack roll. You must move at least 10 feet before you are able to activate this feature but this movement never provokes opportunity attacks.

Psycho Warp (2 points). As a reaction, you can teleport as *misty step*. You may use this feature after the results of an attack roll or spell are revealed and before damage or saving throws are rolled.

The Psycho Drive takes up a 10 ft. by 10 ft. square, has an AC of 17, 200 hit points, and at the GM's discretion M. Bison's scientists may alter it to perform other feats such as body swapping (use the rules for *magic jar* except the container is another body) or brainwashing (use the rules for *suggestion*, *geas*, and/or *dominate monster*).

RYU'S BANDANA

Wondrous item, legendary

Ryu still uses the same bandana he wore when training with Ken and it has absorbed his ki. While wearing *Ryu's bandana* you gain the following features:

Hadouken! By spending 1 *ki* as an action, you can unleash up to two balls of energy as ranged attacks (range 40/100) that deal an amount of force damage equal to 5d12 plus your Wisdom modifier. These are otherwise treated as unarmed strikes (and can be used with Flurry of Blows and features like it).

Hurricane Kick! By spending 1 *ki* as a bonus action, you can make a melee attack against any number of creatures within 15 feet of you, with a separate attack roll for each target.

Shinko-Hadouken! By spending 3 *ki* as well as your action and bonus action, you unleash an intense beam of energy in a 60-foot line that is 10 feet wide. Each creature in that line

must make a Dexterity saving throw (DC 8 + your Proficiency bonus + your Wisdom modifier), taking 1d12 force damage per monk level you have on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are also pushed back a number of feet equal to half the damage they take (round up).

SAGAT'S FIGHTING SHORTS

Wondrous item, legendary

Given his large stature it can be difficult for Sagat to find appropriate fighting wear and although he is not sentimental, he's worn the same durable piece of clothing for many years. While wearing these fighting shorts, you gain the following features:

Tiger Knee Crush. When making your first attack in the round, you may make a Strength (Athletics) check against a target creature's AC as long as you move at least 5 feet. On a success, you gain advantage on your first attack roll and if you hit, it becomes a critical hit (if it would be a natural critical hit it deals 10 extra damage).

Tiger Shot. By spending 1 *ki*, you can unleash up to two balls of energy (range 40/100) instead of unarmed strikes (and if you use Flurry of Blow, four balls of energy). On a hit, a ball of energy deals force damage equal to 5d12 + your Strength modifier.

Tiger Uppercut. When a creature within 10 feet makes a check to jump, you can spend your reaction to make an opportunity attack, leaping into a vicious uppercut. On a successful hit, the target makes a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or is knocked prone.

T. HAWK'S WARRIOR HEADBAND

Wondrous item, legendary

T. Hawk earned his warrior headband long ago when he proved himself to the Thunderfoot Clan and he never fights without it. While wearing this headband, you are able to use a fighting style feature with your unarmed strike. In addition, you gains the following features:

Condor Dive. When you make a Strength (Athletics) check to jump, if the beginning of your jump's movement brings you within reach of a creature you can spend your reaction to make an opportunity attack, rapidly switching your momentum downward in mid-air and diving towards your opponent with your arms spread backwards like wings.

Condor Spire. By spending a bonus action,

you spread your arms like wings and dash towards your opponent, screaming like an eagle to startle them. If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or pushes the target up to 10 feet away from you (if you chose to shove and you succeed).

Tomahawk Buster. When a creature within 10 feet makes a check to jump, you can spend your reaction to make an opportunity attack, ducking down and crossing your fists in front of your face before rapidly stretching your arms out behind yourself and leaping upward, ramming your opponent with a headbutt.

VEGA'S CLAW

Wondrous item, legendary

The weapon Vega wears strapped to his arm has been there for years and the *ki* that has accrued inside it has made its blades all the more deadly. When wearing this item, you cannot wield another item in that hand but gain a climb speed equal to your speed, are able to climb any surface, and you deal 1 additional slashing damage with your unarmed strikes per point of proficiency bonus you possess.

VEGA'S MASK

Wondrous item, legendary

Vega has worn this mask since his youth, ever protective of letting battle damage mar his beautiful face. While wearing this mask you gain resistance to acid and bludgeoning. In addition, you are able to use a bonus action to make a Charisma (Deception) check opposed by the Wisdom (Insight) check of a creature within 15 feet. If you succeed, you gain advantage against the target and may deal Sneak Attack damage to it (even if you have already dealt Sneak Attack damage that turn).

ZANGIEF'S TIGHTS

Wondrous item, rare

The feel of spandex reminds Zangief of the many victories in his past, daring him to be bolder when he fights. While wearing these tights, you gain the following features:

Double Lariat. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target. If you are grappling a creature, you may use this feature as if you had a reach of 10 feet, dealing an amount of

damage to the grappled creature equal to the damage you deal to each target.

Spinning Piledriver. You can use your action to take a creature you have restrained, leap into the air in a dizzying spin, and slam your foe into the ground head first. The target takes 2d12 bludgeoning damage per point of proficiency bonus you possess + your Strength modifier and is prone. A Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) reduces this damage by half.



NUMBER #2 HEADBAND

Wondrous item, legendary

This is one of the most sought after items in the world, granting whomever wears it the ability to damage the possessor of the even more powerful *Number #1 Headband*. He who wears that most sacred of sacred relics, well, many say he rules the world. While the *Number #2 Headband's* potency can't be questioned, it is also highly sought after and death follows the warrior that wears it as legions of lesser fighters attempt to take it for themselves.

While wearing this item, you gain the following bonuses when attacking creatures not wearing the *Number #1 Headband*:

- Your weapon attacks score a critical hit on a roll of 15 or 20.
- When wielding a sword, you deal 7 (2d6) additional damage on a successful hit.

The *Number #2 Headband* always grants you these benefits:

- Your Strength, Dexterity, Constitution, and Wisdom increase by 1.
- While you are not wearing any armor or wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.
- You can cast *feather fall* and *jump* at will.
- Your jump distance triples.
- You gain 2 additional reactions each turn.
- You gain the Mobility and Sentinel feats. If you already have these feats, you may choose two other combat-oriented non-magical feats.

That's it! If you liked it, check out www.mikemyler.com for my next blog series starting in August 2017: Warhammer 40k D&D 5E!