

HUMAN RACE

3RD-LEVEL MONK (WAY OF THE OPEN HAND)

GUILD ARTISAN (CALLIGRAPHER) BACKGROUND

MEDIUM

DESCRIPTION

PLAYER

CHARACTER NAME

PROFICIENCY BONUS



+4_ Strength

+5 Dexterity

_ Constitution

_ Intelligence O ____ Wisdom

_ Charisma

SAVING THROWS



13

INTELLIGENCE

WISDOM

15

+5 Acrobatics (Dex)

_ Animal Handling (Wis)

_ Arcana (Int)

Athletics (Str)

Deception (Cha)

O ____ History (Int)

O _____ Intimidation (Cha)

O ____ Investigation (Int)

Medicine (Wis)

O ____ Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

____ Religion (Int)

_ Sleight of Hand (Dex)

Stealth (Dex)

O ____ Survival (Wis)

SKILLS

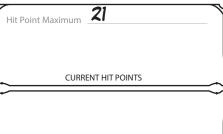
CHARISMA

PASSIVE WISDOM (PERCEPTION)



INITIATIVE

FEET SPEED



TEMPORARY HIT POINTS

HIT DICE

Total 3D8



I BELIEVE THAT ANYTHING WORTH DOING IS WORTH DOING RIGHT. I CAN'T HELP IT, I'M A PERFECTIONIST.

I'M FULL OF WITTY APHORISMS AND HAVE A PROVERB FOR EVERY OCCASION.

PERSONALITY TRAITS

ASPIRATION. I WORK HARD TO BE THE BEST THERE IS AT MY CRAFT.

IDEALS

CREATED A GREAT WORK FOR SOMEONE, THEN FOUND THEM UNWORTHY TO RECCEIVE IT. I'M STILL LOOKING FOR SOMEONE WORTHY.

RONDS

I'LL DO ANYTHING TO GET MY HANDS ON SOMETHING RARE OR PRICELESS.

FLAWS

ATK BONUS DAMAGE/TYPE 1D4+3 BLUDGEONING UNARMED STRIKE +5 +5 QUARTERSTAFF 1 1D6+3 BLUDGEONING SHURIKEN 2 +5 104+3 PIERCING

YOU CAN WIELD YOUR QUARTERSTAFF WITH TWO HANDS TO DEAL 108+3 DAMAGE INSTEAD.

² YOU CAN THROW A SHURIKEN 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL. **UNARMOURED DEFENSE.** WHILE YOU ARE WEARING NO ARMOUR AND NOT WIELDING A SHIELD, YOUR AC EQUALS 10 + YOUR DEXTERITY MODIFIER + YOUR WISDOM MODIFIER. (ALREADY NOTED IN YOUR CHARACTER SHEET.)

MARTIAL ARTS. WHEN YOU USE THE ATTACK ACTION WITH AN UNARMED STRIKE OR A MONK WEAPON (AND ARE NOT WEARING ARMOUR) YOU CAN MAKE ONE UNARMED STRIKE AS A BONUS ACTION.

KI. YOU HAVE 3 KI POINTS WHICH YOU CAN SPEND TO GRANT YOURSELF THESE FEATURES:

- · FLURRY OF BLOWS. IMMEDIATELY AFTER YOU TAKE THE ATTACK ACTION ON YOUR TURN, YOU CAN SPEND 1 KI POINT TO MAKE TWO UNARMED STRIKES AS A BONUS ACTION. IF YOU HIT, YOU CAN IMPOSE ONE OF THE FOLLOWING EFFECTS ON THE TARGET:
- IT MUST SUCCEED ON A DC 12 DEXTERITY SAVING THROW OR BE KNOCKED PRONE
- IT MUST SUCCEED ON A DC 12 STRENGTH SAVING THROW OR BE PUSHED UP TO 15 FT. AWAY FROM YOU.
- IT CAN'T TAKE REACTIONS UNTIL THE END OF YOUR NEXT TURN.
- · PATIENT DEFENSE. YOU CAN SPEND I KI POINT TO TAKE THE DODGE ACTION AS A BONUS ACTION ON YOUR TURN.
- · STEP OF THE WIND. YOU CAN SPEND I KI POINT TO TAKE THE DISENGAGE OR DASH ACTION AS A BONUS ACTION ON YOUR TURN, AND YOUR JUMP DISTANCE IS DOUBLED. (PHB 182)

SPENT KI POINTS ARE RESTORED AFTER A LONG REST.

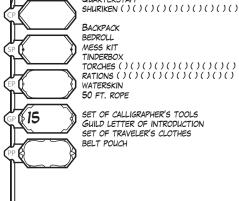
DEFLECT MISSILES. YOU CAN USE YOUR REACTION TO REDUCE THE DAMAGE YOU TAKE FROM A RANGED ATTACK BY 1010+6. IF YOU REDUCE THE DAMAGE TO 0, YOU CATCH THE MISSILE (IF IT IS SMALL ENOUGH TO HOLD IN ONE HAND, SUCH AS AN ARROW). PLUS, YOU CAN SPEND 1 KI POINT TO MAKE A RANGED ATTACK (+5, TO A RANGE OF 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL) WITH THE MISSILE YOU JUST CAUGHT.

GUILD MEMBERSHIP. AS AN ESTABLISHED AND RESPECTED MEMBER OF A GUILD, YOUR FELLOW GUILD MEMBERS WILL PROVIDE YOU WITH LODGING AND FOOD IF NECESSARY, AND PAY FOR YOUR FUNERAL IF NEEDED; IN SOME CITIES AND TOWNS, A GUILDHALL OFFERS A CENTRAL PLACE TO MEET OTHER MEMBERS OF YOUR PROFESSION, WHICH CAN BE A GOOD PLACE TO MEET POTENTIAL PATRONS, ALLIES OR HIRELINGS. (PHB 133)

ATTACKS & SPELL CASTING

PROFICIENCIES. SIMPLE WEAPONS, SHORT SWORDS, FLUTE, CALLIGRAPHER'S TOOLS. **LANGUAGES.** COMMON, DWARVISH, ELVISH.

OTHER PROFICIENCIES & LANGUAGES



SET OF CALLIGRAPHER'S TOOLS GUILD LETTER OF INTRODUCTION SET OF TRAVELER'S CLOTHES BELT POUCH

EQUIPMENT

FEATURES & TRAITS