G E	AR				RACE, BACKGROUND, CLASS & FEATS	v1.64
POSSESSION ON PERSON					RACE: Wood Elf	
ITEM		QTY	LOCATION	WEIGHT	+2 Dexterity, +1 Wisdom Size: Medium	
Quarterstaff Backpack		—	Bag of Holding Bag of Holding	4.0 lb 5.0 lb	• Speed: 35ft	
Bedroll			Backpack	7.0 lb	Darkvision 60ft Keen Senses: proficiency in the Perception skill	
Mess Kit			Backpack	1.0 lb	Fey Ancestry: advantage on saving throws against being charmed, magic cannot put you to sleep	
Tinderbox Torch	 -	10	Backpack Backpack	1.0 lb 10.0 lb	Trance: do not sleep but meditate deeply, remaining semiconscious, for 4 hours a day Elf Weapon Training: proficiency with longsword, shortsword, shortbow and longbow	
Rations (1 day)		10	Backpack	20.0 lb	Fleet of Foot: base movement increased to 35ft	
Waterskin			Backpack	5.0 lb	Mask of the Wild: hide when lightly obscured by foilage, heavy rain, falling snow, mist, etc.	
Rope, Hempen (50ft) Dart		10	Backpack Belt Pouch	10.0 lb 2.5 lb	Languages: Common, Elvish	
Pan flute			Backpack	2.0 lb	BACKGROUND: Entertainer	
Love Letter from admirer			Backpack	0.0 lb	Region: Sword Coast Feature: By Popular Demand	
Clothes, Costume Pouch	·		Body Bag of Holding	4.0 lb	You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a	
Longbow			Bag of Holding	2.0 lb	theater, or even in a noble's court. You receive free lodging and food of a modest or comfortable	
Quiver			Bag of Holding	1.0 lb	standard, as long as you perform each night. Your performance makes you something of a local figure. When strangers recognize you in a town where you have performed they typically take	
Arrow Waterskin	·	10	Quiver Bag of Holding	1.0 lb 50.0 lb	a liking to you.	
Thiefs tools	·	10	Bag of Holding	1.0 lb	Entertainer Routines: Dancer Stiller Appropriate Professional	
Brothers Equipment			Bag of Holding	ENTER WEIGHT	Skills: Acrobatics, Performance Tools: One type of musical instrument, disguise kit	
					Languages: none	
					CLASS: Monk	
					Armor: none	
Group / rescue treature:				ENTER WEIGHT	Weapons: Simple weapons, short sword Table Street St	
100 PP, 4,000 Gold, 30 gems worth 75 gp each Potion of Healing (2d4+2)		8		4.0 lb	Tools: Choose one type of artisan's tools or one musical instrument Saves: Strength, Dexterity	
Potion of Greater Healing (4d4+4)		5		2.5 lb	Skills: Choose 2 from Acrobatics, Athletics, History, Insight, Religion and Stealth	
Potion of Major Healing (6d4+6)		5		2.5 lb	Unarmored Defense While you are wearing no armor and not wielding a shield, your AC equals 18	
					Martial Arts	
			·		When you use the Attack action with an unarmed strike or a monk weapon on your turn, you	
					can make one unarmed strike as a bonus action • Ki (10 points - DC15)	
	·				- Flurry of Blows	
	·				Spend 1 ki point immediately after taking the Attack action to make two unarmed strikes as a bonus action.	
					- Patient Defense	
					Spend 1 ki point to take the Dodge action as a bonus action.	
	 -				- Step of the Wind Spend 1 ki point to take the Disengage or Dash action as a bonus action, and your jump	
			·		distance is doubled for the turn	
ATTUNED MAGICAL ITEMS		QTY	LOCATION	WEIGHT	- Deflect Missiles	
Bag of Holding			Skirt	15.0 lb	Use your reaction to deflect or catch a missile when hit by a ranged weapon, the damage is reduced by 1d10+15. If damage is reduced to 0 and the missile is small enough for one hand	
Cloak of Protection	U		Cloak	3.0 lb	and you have at least one hand free, you catch the weapon or ammunition. If you catch the	
	 -				missle in this way you can: Spend 1 ki point to make a ranged attack (20/60ft, proficient) using it as part of the same reaction	
			TOTAL WEIGHT CARRIED	92.6 lb	- Stunning Strike	
POSSESSION NOT ON PERSON			CARRYING 105	COINS (2.1 lb)	Spend 1 ki point on a hit to attempt a stunning strike. The target must succeed on a Constitution	
ITEM		QTY	LOCATION	WEIGHT	saving throw or be stunned until the end of your next turn - Ki-Empowered Strikes	
					Unarmed strikes count as magical for overcoming resistance and immunity to nonmagical attacks	
					and damage	
					Unarmored Movement Improvement Your speed increases by 20ft while wearing no armor or wielding a shield and you gain the	
					ability to move along vertical surfaces and across liquids on your turn without falling during	
					the move	
	 -				Monastic Tradition (Way of the Open Hand) Monastic Tradition Feature (Open Hand Technique)	
					When you hit a creature with one of the attacks granted by Flurry of Blows, you can impose one	
					of the following effects:	
					- It must succeed on a Dexterity saving throw or be knocked prone - It must make a Strength saving throw. If it fails, you can push it up to 15ft away from you	
			-		- It can't take reactions until the end of your next turn	
					Slow Fall Use your reaction when you fall to reduce any falling damage by 50	
	·				Ability Score Improvement / Feat: Level 4, 8	
					• Extra Attack	
					Monastic Tradition Feature (Wholeness of Body) As an action, you can regain 30 hit points and can do this again after a long rest	
			TOTAL WEIGHT		• Evasion	
Gld=Ismm acrobatics or CHARACTER NOTES) ਭ	PEI	RSONALITY TRAITS	72-2	When subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half	
HERO BOINTS 40 BEMAINING	I'll settle for not	hina le	ess than perfection in myself.	7	damage if you fail	
HERO POINTS 10 REMAINING]	-			Stillness of Mind Use your action to end one effect on yourself that is causing you to be charmed or frightened	
HONOR: SANITY:			worth doing is worth doing ri	ght. I can't	Purity of Body	
help it – I'm a p			ornat.		You are immune to disease and poison	
	-				ABILITY SCORE IMPROVEMENT & FEATS	
	-				Athlete - Monk 4	
					- Increase your Strength or Dexterity score by 1, to a maximum of 20 - When you are prone, standing up uses only 5ft of your movement	
	-				- Climbing doesn't cost you extra movement	
					- Make a running long jump or a running high jump after moving only 5ft on foot, rather than 10ft	
	- 🤝		IDEAL		Mobile - Monk 8 - Your speed increases by 10ft	
		Art should reflect the soul; it should come from within			- When using the Dash action, difficult terrain doesn't cost extra movement on that turn	
	and reveal who	we re	ally are. (Any)		- When making a melee attack against a creature, you don't provoke opportunity attacks	
	-				from it for the rest of the turn, whether you hit or not	
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ART OBJECTS	-					
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	Despite my bes	t effort	ts, I am unreliable to my friend	ds.		
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