

Philoneus

CHARACTER NAME

Monk 3

CLASS & LEVEL

Forest Gnome

RACE

Charlatan

BACKGROUND

Lawful good

ALIGNMENT

Mark M.

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

+0

10

No

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +1 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☐ +2 Intelligence
- ☐ +2 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☒ +1 Athletics (Str)
- ☒ +2 Deception (Cha)
- ☐ +2 History (Int)
- ☐ +2 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☒ +4 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

35

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Unarmed

+5

1d4+3/b

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Simple weapons, shortwords, unarmed, one type of artisan's tools or one musical instrument, brewer's suplies.

Languages:

Common, Gnomish

OTHER PROFICIENCIES & LANGUAGES

CP 0
SP 0
EP 0
GP 0
PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Darkvision (60')
--Deflect Missiles (1d10+6)
--Drunken Technique
--False Identity
--Flurry of Blows
--Gnome Cunning
--Ki (3 pts, DC=12)
--Martial Arts
--Natural Illusionist
--Patient Defense
--Speak with Small Beasts
--Step of the Wind
--Unarmored Defense
--Unarmored Movement

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

Features and Magic Items

Philoneus

SUBCLASSES

SUBCLASS: WAY OF THE DRUNKEN MASTER

The Way of the Drunken Master teaches its students to move with the jerky, unpredictable movements of a drunkard. A drunken master sways, tottering on unsteady feet, to present what seems like an incompetent combatant who proves frustrating to engage. The drunken master's erratic stumbles conceal a carefully executed dance of blocks, parries, advances, attacks, and retreats.

A drunken master often enjoys playing the fool to bring gladness to the despondent or to demonstrate humility to the arrogant, but when battle is joined, the drunken master can be a maddening, masterful foe

FEATURES

DARKVISION (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

DEFLECT MISSILES (1d10+6)

Source: Monk

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free.

If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack

DRUNKEN TECHNIQUE

Source: Monk (Way of the Drunken Master)

At 3rd level, you learn how to twist and turn quickly as part of your Flurry of Blows. Whenever you use Flurry of Blows, you gain the benefit of the Disengage action, and your walking speed increases by 10 feet until the end of the current turn

FALSE IDENTITY

Source: Background (Charlatan)

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

FLURRY OF BLOWS

Source: Monk

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

GNOME CUNNING

Source: Race (Gnome)

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

KI (3 PTS, DC=12)

Source: Monk

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table. You can spend these points to fuel various ki features.

You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend

at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows: Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

MARTIAL ARTS

Source: Monk

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- 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. For example, if you take the Attack action and attack with a quarter-staff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for

NATURAL ILLUSIONIST

Source: Race (Forest Gnome)

You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

PATIENT DEFENSE

Source: Monk

You can spend 1 ki point to take the Dodge action as a bonus action on your turn

SPEAK WITH SMALL BEASTS

Source: Race (Forest Gnome)

Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often

keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

STEP OF THE WIND

Source: Monk

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn

UNARMORED DEFENSE

Source: Monk

Beginning at 1st level, while you are wearing no armor and not wearing a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

This bonus is computed in the AC given on the Character Sheet above.

UNARMORED MOVEMENT

Source: Monk

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

MAGIC ITEMS