

EXPERIENCE POINTS

CHARISMA
1
12

- 3 Strength
- 5 Dexterity
- 0 Constitution
- 0 Intelligence
- 0 Wisdom
- 1 Charisma

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

SKILLS



40
SPEED

TEMPORARY HIT POINTS

SUCCESSES ○=○=○
FAILURES ○=○=○
DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Monk Unarmed	+5	1d4+3 Bludgeoning
Quarterstaff (Two-Handed)	+5	1d6+3 Bludgeoning
Quarterstaff (One-Handed)	+5	1d8+3 Bludgeoning
Dart	+5	1d4+3 Piercing
Thunderclap	DC0	1d6 Thunder

ATTACKS & SPELLCASTING

Category	Count
CP	10
SP	5
EP	15
GP	50
PP	29

- 1 Belaying Pin
- 1 Lucky Charm
- 1 Belt Pouch
- 1 Quarterstaff
- 1 Explorer's Pack
- 10 Dart
- 1 Silk Rope

EQUIPMENT

PERSONALITY TRAITS

headstrong, loyal, rational until there is a thrill
fun is danger (Adrenaline junky)

Stands strong for his crewmates and
believes in the power in all things

IDEALS

Fights for his Crew and Ship

BONDS

Loves the thrill of adventure

FLAWS

Unarmored Defense

Martial Arts

Little Giant

Mountain Born

Stone's Endurance

Bad Reputation

Flurry of Blows

Ki

Patient Defense

Step of the Wind

Unarmored Movement

Dedicated Weapon

Magical Tinkering

Artificer Spellcasting

FEATURES & TRAITS

TOOL: Navigator's Tools, Thieves' Tools, Tinker's Tools, Water Vehicles

LANGUAGE: Common


ARMOR: Light armor, medium armor, shields

WEAPON: Shortsword, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

[illegible]

Total: _____	Total: <u>2</u>
STONE'S ENDURANCE	2
	KI
Total: <u>0</u>	Total: _____
0	
TINKERS	
Total: _____	Total: _____
Total: _____	Total: _____



SPELLCASTING CLASS

NONE

SPELLCASTING ABILITY

0

SPELL SAVE DC

0

SPELL ATTACK BONUS

0

CANTRIPS

Thunderclap

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

☐ Detect Magic

2

0

3

0

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

Unarmored Defense

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

Martial Arts

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 quarterstaff, 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 the weapon.

Little Giant

You have proficiency in the Athletics skill, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Mountain Born

You have resistance to cold damage. You also naturally acclimate to high altitudes, even if you've never been to one. This includes elevations above 20,000 feet.

Stone's Endurance

You can supernaturally draw on unyielding stone to shrug off harm. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Bad Reputation

No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses, such as refusing to pay for food at a tavern or breaking down doors at a local shop, since most people will not report your activity to the authorities.

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.

Ki

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

Patient Defense

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

Step of the Wind

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

Unarmored Movement

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield.

Dedicated Weapon

You train yourself to use a variety of weapons as monk weapons, not just simple melee weapons and shortswords. Whenever you finish a short or long rest, you can touch one weapon, focus your ki on it, and then count that weapon as a monk weapon until you use this feature again. The chosen weapon must meet these criteria: The weapon must be a simple or martial weapon. You must be proficient with it. It must lack the heavy and special properties.

Magical Tinkering

You've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice: The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long. The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away. A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like. The chosen property lasts indefinitely. As an action, you can touch the object and end the property early. You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

Artificer Spellcasting

You've studied the workings of magic and how to cast spells, channeling the magic through objects. To observers, you don't appear to be casting spells in a conventional way; you appear to produce wonders from mundane items and outlandish inventions.

Tools Required You produce your artificer spell effects through your tools. You must have a spellcasting focus—specifically thieves' tools or some kind of artisan's tool—in hand when you cast any spell with this Spellcasting feature (meaning the spell has an "M" component when you cast it). You must be proficient with the tool to use it in this way. See the equipment chapter in the Player's Handbook for descriptions of these tools.

After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

Cantrips (0-Level Spells) You know two cantrips of your choice from the artificer spell list. At higher levels, you learn additional artificer cantrips of your choice, as shown in the Cantrips Known column of the Artificer table. When you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list.

Preparing and Casting Spells The Artificer table shows how many spell slots you have to cast your artificer spells. To cast one of your artificer spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of artificer spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of artificer spells equal to your Intelligence modifier + half your artificer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots. For example, if you are a 5th-level artificer, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of artificer spells requires time spent tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one. Spell save

when making an attack roll with one. Spell save

DC = 8 + your proficiency bonus + your

Intelligence modifier Spell attack modifier = your

proficiency bonus + your Intelligence modifier

Thunderclap

Ritual Casting You can cast an artificer spell as a

Evocation cantrip

ritual if that spell has the ritual tag and you have the

Casting Time: 1 action

spell prepared.

Range: 5 feet

Target: Each creature within range

Components: S

Duration: Instantaneous

Description:

You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a

Constitution saving throw or take 1d6 thunder

damage. The spell's damage increases by 1d6 when

you reach 5th level (2d6), 11th level (3d6), and

17th level (4d6).

SPELLS

Detect Magic

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.