

Gnojo

Character Name

Declan Worley

Player Name

Pelor

Deity

None

Region

Neutral Good

Alignment

Monk 3

CLASS

Gnome (Rock) / Humanoid

RACE

Small / 5 ft.

SIZE / FACE

3' 7" / 60 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.)

VISION

3 (3)

900 / 2700

0

Male

Blue

EYES

Black/Blue, Hat

HAIR

Points

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

10

+0

10

+0

DEX

Dexterity

10

+0

10

+0

CON

Constitution

14

+2

14

+2

INT

Intelligence

12

+1

12

+1

WIS

Wisdom

15

+2

15

+2

CHA

Charisma

14

+2

14

+2

HP

hit points

30

AC

armor class

12

:

10

:

12

=

10

+

0

+

0

+

2

+

0

+

0

+

0

+

0

+

0

+

0

+

0

INITIATIVE

modifier

+0

=

+0

+

+0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

STRENGTH

()

+2

=

+2

+

+0

+

+0

+

+0

+

+0

+

DEXTERITY

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+2

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+2

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+0

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+0

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+0

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+0

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CONSTITUTION

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+2

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+0

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+2

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+0

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+0

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+0

+

INTELLIGENCE

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+1

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+0

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+1

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+0

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+0

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+0

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WISDOM

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+2

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+0

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+2

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+0

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+0

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+0

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CHARISMA

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+2

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+0

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+2

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+0

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+0

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+0

+

MELEE

attack bonus

+0

=

+0

+

+0

+

+0

+

+0

+

0

+

RANGED

attack bonus

+0

=

+0

+

+0

+

+0

+

+0

+

0

+

GRAPPLE

attack bonus

+0

=

+0

+

+0

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+2	1d4	20/x2	5 ft.

Crossbow, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x0	5 ft.
Range: 0 ft.	To Hit: +2	Damage: 1d8			
80 ft.	160 ft.	240 ft.	320 ft.	400 ft.	
TH	+2	+2	+2	+2	+2
Dam	1d8	1d8	1d8	1d8	1d8

Dart	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x0	5 ft.
Range: 0 ft.	To Hit: +2	Damage: 1d4			
20 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+2	+2	+2	+2	+2
Dam	1d4	1d4	1d4	1d4	1d4

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 35 ft.

TOTAL SKILLPOINTS:		MAX RANKS: /				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Acrobatics	DEX	2	=	0	+ 2	+
Animal Handling	WIS	2	=	2		+
Arcana	INT	1	=	1		+
Athletics	STR	2	=	0	+ 2	+
Deception	CHA	2	=	2		+
History	INT	1	=	1		+
Insight	WIS	4	=	2	+ 2	+
Intimidation	CHA	4	=	2	+ 2	+
Investigation	INT	1	=	1		+
Medicine	WIS	2	=	2		+
Nature	INT	1	=	1		+
Perception	WIS	2	=	2		+
Performance	CHA	2	=	2		+
Persuasion	CHA	2	=	2		+
Religion	INT	1	=	1		+
Sleight of Hand	DEX	0	=	0		+
Stealth	DEX	0	=	0		+
Survival	WIS	2	=	2		+
			=		+	+
			=		+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Conditional Skill Modifiers:
Passive Perception is 12
+2 Cartographer's Tools
+2 Dragonchess Set
+2 Vehicles (Land)

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Backpack		Carried	1	5 / 2	
Bedroll		Carried	1	7 / 1	
Belt Pouch		Carried	1	1 / 0.5	
Bone Dice		Carried	1	0 / 0.1	
Clothes, Common		Carried	1	3 / 0.5	
Crossbow, Light		Carried	1	5 / 25	
LongRange: 320, RangeLongMult: 4, ShortRange: 80					
Dart		Carried	10	0.2 (2.5) / 0.1 (0.5)	
LongRange: 60, RangeLongMult: 3, ShortRange: 20					
Enemy Trophy		Carried	1	0 / 0	
Insignia of Rank		Carried	1	0 / 0	
Mess kit		Carried	1	1 / 0.2	
Rations (1 day)		Carried	10	2 (20) / 0.5 (5)	
Rope, hempen (50 feet)		Carried	1	10 / 1	
Tinderbox		Carried	1	1 / 0.5	
Torch		Carried	10	1 (10) / 0 (0.1)	
Waterskin		Carried	1	5 / 0.2	
TOTAL WEIGHT CARRIED/VALUE		70.7 lbs.	36.6gp		
WEIGHT ALLOWANCE					
Light	150	Medium	150	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	300
MONEY					
Coin (Gold): 10[Carried]					
Total= 10 gp [Unspent Funds = 13 gp]					
MAGIC					
Languages					
Common, Gnomish					
Other Companions					

Class Features

Feature: Military Rank [Wizards of the Coast - Player's Handbook]

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Unarmored Defense [Wizards of the Coast - Player's Handbook, p.78]

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 [Wizards of the Coast - Player's Handbook, p.78]

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortwords 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. * 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 in chapter 5.

Ki [Wizards of the Coast - Player's Handbook, p.78]

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. You have a total of 3 ki points. 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 as follows: Ki save DC = 12

Flurry of Blows [Wizards of the Coast - Player's Handbook, p.78]

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.

Patient Defense [Wizards of the Coast - Player's Handbook, p.78]

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

Step of the Wind [Wizards of the Coast - Player's Handbook, p.78]

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 [Wizards of the Coast - Player's Handbook, p.78]

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.

Monastic Tradition [Wizards of the Coast - Player's Handbook, p.78]

When you reach 3rd level, you commit yourself to a monastic tradition: the Way of the Open Hand, the Way of Shadow, or the Way of the Four Elements, all detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Way of the Astral Self [Wizards of the Coast - Unearthed Arcana - Barbarian and Monk]

Monks of the Way of the Astral Self have an internal struggle with their ki. They see their mystical energy as a representation of their true form, an astral self. This form has the capacity to be a force of good or destruction, with some monasteries training students to either temper their nature or embrace their impulses.

Forms of Your Astral Self [Wizards of the Coast - Unearthed Arcana - Barbarian and Monk]

The astral self is a translucent embodiment of the monk's psyche and soul. As a result, the form of an astral self reflects the mind of the monk who manifests it. Your astral self could be a humanoid knight with a helmeted face and large, muscular arms, or it could be a golden metallic form with thin arms like a modron.

When choosing this path, consider the quirks that define your monk. Are they obsessed with something? Are you driven by justice or a selfish desire? Any of these motivations could manifest in the form of your astral self.

Arms of the Astral Self [Wizards of the Coast - Unearthed Arcana - Barbarian and Monk]

At 3rd level, your mastery of your ki allows you to summon a portion of your astral self. On your turn, you can spend 2 ki points as a bonus action to summon the arms of your astral self for 10 minutes. These spectral arms hover near your shoulders. You determine the arms' appearance based on the qualities of your character.

- While your astral arms are summoned, you gain the following benefits:
- * You can use your Wisdom modifier in place of your Strength modifier when making Strength checks and Strength saving throws.
- * The arms are monk weapons and have a reach of 10 feet. The arms deal radiant or necrotic damage (your choice). When you attack with the arms, you can use your Wisdom modifier instead of your Strength or Dexterity modifier for the attack and damage rolls.
- * Immediately after you use the Attack action with your astral arms on your turn, you can make one extra attack with your astral arms as a bonus action. The number of extra attacks increases when you reach certain levels in this class, increasing to two at 11th level and three at 17th level.

Deflect Missiles [Wizards of the Coast - Player's Handbook, p.78]

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 + 3. 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. The range of the monk's ranged attack is 20/60 feet.

Special Qualities	
Ability Score Increase	[Wizards of the Coast - Player's Handbook, p.36]
Your Intelligence score increases by 2.	
Artificer's Lore	[Wizards of the Coast - Player's Handbook, p.37]
Whenever you make a History check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus (4), instead of any proficiency bonus you normally apply.	
Darkvision	[Wizards of the Coast - Player's Handbook, p.37]
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.	
Gnome Cunning	[Wizards of the Coast - Player's Handbook, p.37]
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.	
Languages	[Wizards of the Coast - Player's Handbook, p.37]

You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker

[Wizards of the Coast - Player's Handbook, p.37]

You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools

[Wizards of the Coast - Player's Handbook, p.37]

Proficient with Artisan Tinker's Tools.

Feature: Military Rank

[Wizards of the Coast - Player's Handbook]

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Soldier Bond ~ 6

[Wizards of the Coast - Player's Handbook]

I fight for those who cannot fight for themselves.

Soldier Flaw ~ 1

[Wizards of the Coast - Player's Handbook]

The monstrous enemy we faced in battle still leaves me quivering with fear.

Soldier Ideal ~ 1

[Wizards of the Coast - Player's Handbook]

Greater Good. Our lot is to lay down our lives in defense of others. (Good)

Soldier Personality Trait ~ 5

[Wizards of the Coast - Player's Handbook]

I can stare down a hell hound without flinching.

Soldier Personality Trait ~ 8

[Wizards of the Coast - Player's Handbook]

I face problems head-on. A simple, direct solution is the best path to success.

Soldier Specialty ~ Custom (Marine Biologist)

[Wizards of the Coast - Player's Handbook]

Marine Biologist

Soldier

[Wizards of the Coast - Player's Handbook]

Equipment: An insignia of rank, a trophy taken from a fallen enemy (a dagger, broken blade, or piece of a banner), a set of bone dice or deck of cards, a set of common clothes, and a belt pouch containing 10 gp Gain Athletics & Intimidation as class skills.

Unarmored Defense

[Wizards of the Coast - Player's Handbook, p.78]

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Proficiencies

Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike, Unarmed Strike (Monk)

Gnome (Rock)

0

Male

Darkvision (60 ft.)

Neutral Good

Right

3' 7"

60 lbs.

Blue

Pale

Black/Blue, Hat

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

, Watashi, anata wa segata kai

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Pelor

DEITY

Humanoid

Race Type

Race Sub Type

Biography:

[illegible]