









=== ACTIONS === Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Unarmed Strike

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.

=== REACTIONS === Guard Dog

You are gifted at reacting to attacks on your companions. If an ally is hit by an attack within 5 feet of you, you may make an attack against the attacker as your reaction for your turn.

ACTIONS

13	PASSIVE WISDOM (PERCEPTION)	
13	PASSIVE WISDOM (INSIGHT)	
10	PASSIVE INTELLIGENCE (INVESTIGATION)	
	SENSES	

SKILLS

NAME	HIT	DAMAGE/TYPE	NOTES					
Dart	+6	1d4+4 Piercing	Simple, Finesse, Thrown, Range (20/60)					
Shortsword	+6	1d6+4 Piercing	Martial, Finesse, Light					
Unarmed Strike	+6	1d4+4 Bludgeoning						
Bite	+1	1d6-1 Piercing	Str modifier, proficient					
WEAPON ATTACKS & CANTRIPS								



Monk 1JamesCLASS & LEVELPLAYER NAME

Chihuahua (Lap) Awakened Dog

RACE BACKGROUND EXPERIENCE POINTS

0

=== MONK FEATURES ===

* Hit Points " PHB 77

* Proficiencies " PHB 77

* Unarmored Defense " PHB 78 While not wearing armor and not using a shield, your AC equals 10 + DEX modifier + WIS modifier.

* Martial Arts " PHB 78

While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use DEX instead of STR for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action.

| Unarmed Strike: 1 Bonus Action

=== DOG FEATURES ===

- * Ability Score Increase " SGC 7
- * Keen Senses " SGC 7 You have advantage on Perception checks based on smell or hearing, and disadvantage on Perception checks based on colour recognition.
- * Bite " SGC 7
- * Guard Dog " SGC 7

=== AWAKENED DOG FEATURES ===

- * You are always aware of the local canine population and can see information about the locality and goings on from the many dogs you encounter. By sniffing popular places and scents, you can instantly learn limited information about a place such as quality of water and food supplies, population levels, general mood and atmosphere. Furthermore, you can usually find a friendly and local dog who can help you seek safe and welcoming accommodation, food, and shelter.
- * An object relating to your awakening (such as the worn scroll you slept under as a puppy or a locket with the image of the family you were born to), well-chewed toy, and a collar pouch containing 15 gp.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT		
0	Dart	10	2.5 lb.					
	Shortsword	1	2 lb.					
0	Backpack	1	5 lb.					
	Crowbar	1	5 lb.					
0	Hammer	1	3 lb.					
	Piton	10	2.5 lb.					
0	Rations (1 day)	10	20 lb.					
	Rope, Hempen (50 feet)	1	10 lb.					
0	Tinderbox	1	1 lb.					
WEIGHT CARRIED	Torch	10	10 lb.					
66 lb.	Waterskin	1	5 lb.					
ENCUMBERED				ATTUNED MAGIC ITEMS	QTY	WEIGHT		
135 lb.								
PUSH/DRAG/LIFT								
270 lb.								
EQUIPMENT								
	0 0 0 weight carried 66 lb. encumbered 135 lb. push/drag/lift	O Dart Shortsword Backpack Crowbar Hammer Piton Rations (1 day) Rope, Hempen (50 feet) Tinderbox Torch Waterskin ENCUMBERED 135 lb. PUSH/DRAG/LIFT	0 Dart 10 Shortsword 1 0 Backpack 1 Crowbar 1 Hammer 1 Piton 10 Rations (1 day) 10 Rope, Hempen (50 feet) 1 Tinderbox 1 Torch 10 Weight Carried 1 ENCUMBERED 135 lb. PUSH/DRAG/LIFT 270 lb.	0 Dart 10 2.5 lb. Shortsword 1 2 lb. 0 Backpack 1 5 lb. Crowbar 1 5 lb. Hammer 1 3 lb. Piton 10 2.5 lb. Rations (1 day) 10 20 lb. Rope, Hempen (50 feet) 1 10 lb. Tinderbox 1 1 lb. Torch 10 10 lb. ENCUMBERED 135 lb. 1 5 lb. PUSH/DRAG/LIFT 270 lb. 1 1	0 Dart 10 2.5 lb. Shortsword 1 2 lb. 0 Backpack 1 5 lb. Crowbar 1 3 lb. Piton 10 2.5 lb. Rations (1 day) 10 20 lb. Rope, Hempen (50 feet) 1 10 lb. Tinderbox 1 1 lb. Torch 10 10 lb. Weight Carried 10 10 lb. ENCUMBERED 135 lb. PUSH/DRAG/LIFT 270 lb.	0 Dart 10 2.5 lb. Shortsword 1 2 lb. Backpack 1 5 lb. Crowbar 1 5 lb. Hammer 1 3 lb. Piton 10 2.5 lb. Rations (1 day) 10 20 lb. Rope, Hempen (50 feet) 1 10 lb. WEIGHT CARRIED Torch 10 10 lb. WEIGHT CARRIED Waterskin 1 5 lb. ENCUMBERED 1 5 lb. ATTUNED MAGIC ITEMS QTY		



