

Elthor lenatarcshen

CHARACTER NAME

Monk 14, Rogue 1  
CLASS & LEVEL

Wood Elf  
RACE

Autophobic  
BACKGROUND

CN  
ALIGNMENT

PLAYER NAME

2765  
EXPERIENCE POINTS

STRENGTH

-2

7

DEXTERITY

5

20

CONSTITUTION

2

14

INTELLIGENCE

-1

9

WISDOM

5

20

CHARISMA

-3

4

INSPIRATION

5

PROFICIENCY BONUS

- 5 Strength
- 12 Dexterity
- 9 Constitution
- 6 Intelligence
- 12 Wisdom
- 4 Charisma

SAVING THROWS

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

SKILLS

22

ARMOR CLASS

5.2

INITIATIVE

70

SPEED

Hit Point Maximum 107

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 15

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK DAMAGE/TYPE

Unarmed Natural +10 1d8\*?{crit?|no,...

Unarmed Hasbro +11 1d10\*?{crit?|no...

Sneak Attack I ... 1d6\*?{crit?|no,...

Fire Opal Fist 1d6\*?{crit?|no,...

(Majismolbow) ... +11 1d6\*?{crit?|no,...

ATTACKS & SPELLCASTING

85 (4) 10 (25) 6065 (144)  
CP SP EP GP PP

26 Shortbow Arrows

10 Darts

1 Backpack

1 Bedroll

1 Mess Kit

1 Tinderbox

1 Regular Potion of Healing

EQUIPMENT

- Dedicated to tasks designated until completion.
- Defensive, will never instigate conflict. Will back down.

PERSONALITY TRAITS

The preservation of nature is very important and I will strive to protect it from harm.

IDEALS

My brothers body was never found and I long to find my last living family member. Because of his hard childhood and his recent encounter with his brother, Elthor will always help a child in need.

BONDS

Very self-conscious and doesn't take criticism well. Unwilling to take leading roles in a group.

FLAWS

FOLLOWER OF THE SHADOW

The Shadow's Trigger

The Shadow's Choice

The Shadow's Pact

The Shadow's Bargain

Foray into Aulus' Mind

Foray into Julian's Mind

Retractable Fingers

FEATS

Blessing of Argenvost

Mobile

Drizlash's Dark Gift

MONK FEATURES

Diamond Soul

Tongue of the Sun and Moon

Tranquility

Purity of Body

Unarmored Movement

Stillness of Mind

Evasion

Wholeness of Body

Ki-Empowered Strikes

Extra Attack

Stunning Strike

Slow Fall

(WotOH) Flurry of Blows

Deflect Missiles

20

PASSIVE WISDOM (PERCEPTION)

TOOL: Herbalism Kit, Jewellers Tools\*, Surgery Kit, Thieves Tools\*

LANGUAGE: Common, Elven

ARMOR: Light Armour

WEAPON: Hand Crossbows, Rapiers, Shortswords and Longswords, Simple Weapons


OTHER PROFICIENCIES & LANGUAGES

Step of the Wind
Patient Defense
ROGUE FEATURES
Sneak Attack
Theives Cant
Expertise
TRAITS
60ft Darkvision
Fey Ancestry
Trance
Camouflage
Proficiencies

FEATURES & TRAITS

[illegible]

Total: <u>14</u> <u>0</u> KI	Total: <u>0</u> <u>0</u> CORRUPTION
Total: <u>0</u> <u>0</u> EXHAUSTION	Total: <u>2</u> <u>0</u> KI-LESS WM TRIGGER
Total: <u>10</u> <u>1</u> HEAL FOR 5 TURNS.	Total: <u>0</u> <u>0</u>
Total: _____	Total: _____
Total: _____	Total: _____



NONE

0

0

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

O My Body is a Sanctuary

2

0

3

0

O Opal-light (Daylight)

O Fire Opal Boom (Fireball)

4

0

O Ruby Antivirus (Wall of Fire)

5

0

6

0

7

0

8

0

9

0

# FEATURES & TRAITS

## FOLLOWER OF THE SHADOW

### The Shadow's Trigger

Once per short rest you can choose to trigger a wild magic surge without using a ki point. At level 15 this increases to 2 per short rest.

### The Shadow's Choice

Whenever you roll a d100 to trigger the effect of a Wild Magic Surge, you roll 2d100 instead and my patron (The Shadow) chooses the roll that is used.

### The Shadow's Pact

Starting at level 9, whenever you choose to fail a wisdom save that pertains to magical strain from using a ki point, after determining the effects of the wild magic, your unarmed strikes deal an additional 1d6 necrotic damage on that turn. At level 12 this increases to 2d6.

### The Shadow's Bargain

Once between wild magic surges when you make a wisdom save against the surging wild magic upon the use of ki and you fail, you may choose to succeed. In exchange the next time you surge you roll twice against the surge tables instead of once.

### Foray into Aulus' Mind

You are now proficient with Battleaxes, and they can now be used as monk weapons.

### Foray into Julian's Mind

You are now proficient with a Mandolin.

### Retractable Fingers

As a free action you can retract your fingers into your palms. Any jewellery attached to the fingers become a part of your palms. Each hand can be done independently. For another free action you can regrow the same fingers with anything that was attached to them. They take 6 seconds (1 turn) to grow back.

## FEATS

### Blessing of Argenvost

While in Borovia and opposing the evil of Strahd, you gain +1 to all saving throws including death saves and +1 to AC.

### Mobile

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

### Drizlash's Dark Gift

Drizlash, the Nine-Eyed Spider gifts the power to walk on walls, ceilings, climb difficult surfaces without the need for an ability check

## MONK FEATURES

### Diamond Soul

Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to re-roll it and take the second result.

### Tongue of the Sun and Moon

You learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

### Tranquility

Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 8 + your Wisdom modifier + your proficiency = 17 bonus. Sanctuary on me: Until the spell ends, any creature who targets me with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect from area effects, such as the explosion of a fireball. If I make an attack, cast a spell that affects an enemy, or deals damage to another creature, this spell ends

### Purity of Body

Your mastery of the ki flowing through you makes you immune to disease and poison.

### Unarmored Movement

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armour 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.

### Stillness of Mind

You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

### Evasion

Your agility lets you dodge out of the way of certain area effects. When you are 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 damage if you fail.

### Wholeness of Body

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level (42). You must finish a long rest before you can use this feature again.

### Ki-Empowered Strikes

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### Extra Attack

Beginning at 5th level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

### Stunning Strike

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon Attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be Stunned until the end of your next turn. Ki save DC = 18

### Slow Fall

Beginning at 4th level, you can use your reaction when you fall to reduce any Falling damage you take by an amount equal to five times your monk level. (75)

### (WotOH) 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. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- 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 15 feet away from you.
- It can't take reactions until the end of your next turn.

Ki save DC = 18

### Deflect Missiles

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 (range 20 feet/60 feet) 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.

### 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.

### Patient Defense

You can spend 1 ki point to take the Dodge action as a Bonus Action on Your Turn.

## ROGUE FEATURES

### Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon (monk weapons count, so then so do my fists). You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

**Theives Cant**

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

**Expertise**

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. I will phrase this as. the Shadow bestows upon you a roguish boon to make the acrobatics you perform better, and because he felt sorry for your exploits, has taught you some of the ways you can get them to do stuff you want to do. Also you have seen Julian do this all campaign so you could learn a thing or two from him. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

**TRAITS**

**60ft Darkvision**

**Fey Ancestry**

You have advantage on saving throws against being Charmed, and magic can't put you to sleep.

**Trance**

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Camouflage**

Can attempt to hide even when only slightly obscured by natural phenomena

**Proficiencies**

Proficiency with long and short swords and bows

# SPELLS

## My Body is a Sanctuary

Abjuration 1

**Casting Time:** N/A

**Range:** 0ft

**Target:** One Target Creature (Self)

**Components:** V S M

**Duration:** Every day until my first attack action

**Description:**

Until the spell ends, any creature who targets me with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect from area effects, such as the explosion of a fireball. If I make an attack, cast a spell that affects an enemy, or deals damage to another creature, this spell ends

## Opal-light (Daylight)

Evocation 3

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A point you choose within range

**Components:** V S

**Duration:** 1 hour

**Description:**

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

## Fire Opal Boom (Fireball)

Evocation 3

**Casting Time:** 1 action

**Range:** 150 feet

**Target:** A point you choose within range

**Components:** V S M

**Duration:** Instantaneous

**Description:**

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. The DC for the save is 18.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

## Ruby Antivirus (Wall of Fire)

Evocation 4

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A solid surface within range

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

**Description:**

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage. The DC for the save is 18.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.