

Racial Traits

Water Genasi (+2 Constitution, +1 Wisdom)

Amphibious: I can breathe air and water.

Swim: I have a swimming speed of 30 feet.

Call to the Wave: I know the Shape Water cantrip.

When I reach 3rd level, I can cast the Create or Destroy Water spell as a 2nd-level spell once with this trait, and I regain the ability to cast it this way when I finish a long rest. Constitution is my spellcasting ability for these spells.

🗗 Class Features

Drunken Master, level 5:

- Martial Arts (Monk 1, PHB 78) [1d6]
- Monk weapons: any simple melee (not two-handed/heavy), unarmed strike, shortsword With monk weapons, I can use Dex instead of Str and use the Martial Arts damage die When taking an Attack action with these, I get one unarmed strike as a bonus action
- Unarmored Defense (Monk 1, PHB 78)
- Without armor and no shield, my AC is 10 + Dexterity modifier + Wisdom modifier
- Ki (Monk 2, PHB 78) [5× per short rest]
- I can spend ki to fuel special actions (see third page)
- I need to meditate for at least 30 min of a short rest for that short rest to restore ki
- · Unarmored Movement (Monk 2, PHB 78) [+10 ft]
- Speed increases and eventually lets me traverse some surfaces without falling as I move
- Deflect Missiles (Monk 3, PHB 78) [1d10 + 5 + Dexterity modifier; 1 ki to throw]
- As a reaction, I can reduce ranged weapon attack damage done to me
- If the damage is negated, I catch and may throw it back (20/60 ft) as a monk weapon
- Bonus Proficiencies (Way of the Drunken Master 3, XGtE 34)
- I gain proficiency with the Performance skill and brewer's supplies
- Drunken Technique (Way of the Drunken Master 3, XGtE 34)
- When using Flurry of Blows, I gain the benefits of a Disengage and +10 ft speed this turn
- Slow Fall (Monk 4, PHB 78) [25 less falling damage]
- As a reaction, I can reduce any falling damage I take by five times my monk level

🤊 Backçround Feature

The quiet seclusion of my extended hermitage gave me access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of my seclusion. It might be a great truth, a hidden site, a long forgotten fact, or unearthed some relic of the past that could rewrite history

Proficiencies

No.	the state of the s
ARMOR: LIGHT	MEDIUM HEAVY SHIELDS OTHER:
WEADONS X SIMPLE	MARTIAL X OTHER Shortsword

TLanguages	5
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Common	
Elvish	
Privas oredial	

Brewer's supplies Herbalism kit

Tools & Others

Equipment

	Background
ersonality Traits	The same of the sa
am utterly serene, even in the face of disaster.	I often get lost in my own thoughts and
ontemplation, becoming oblivious to my surrou	ndings.
DEAL	
ogic: Emotions must not cloud our sense of who	at is right and true, or our logical thinking.
Lawful)	
OND	
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Now that I've returned to the world, I enjoy its delights a little too much

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🍠 Геат:				

LBs ADVENTURING GEAR ADVENTURING GEAR Backpack, with: Common clothes Winter blanket Scroll case with notes Herbalism kit Quarterstaff Crowbar Hammer Pitons 0.25 Torches Tinderbox Rations, days of 10 Waterskin Hempen rope, feet of 50 0.2 Signal whistle Steel mirror 0.5 Chalk, pieces of

		ATTUNED MAGICAL ITEMS (MAX 3)		
SUBTOTAL	 68		SUBTOTAL	8
CLIMBERED CLIMBERED	r Speed v. Str, D	PUSH/DRG/INT 2.1.1 - STR× 15 - 30 SEX, CON SILVER COPPER LIFESTYL DAILY PI		lb
MS AND OTHER VALUABLES:				

This translucent bubble-like sphere has a slightly tacky outer surface and you gain the

The bubble contains 1 hour of breathable air. The bubble regains all its expended air daily at

item's benefits only while wearing it over your head like a helmet.

Magic Items

dawn

Magic Item: Breathing Bubble

ATTUNED



	(1)dustion	
LEVEL	EFFECT (CUMULATIVE)	
1	Disadvantage on Ability Checks	FINISH THE E PROVI SOME
2	Speed halved	FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGES SOME FOOD AND DRINK.
3	Disadvantage on Attack Rolls and Saving Throws	TION I
4	Hit Point maximum halved	; REST LEVEL OU AL DRINK
5	Speed reduced to 0	REDU BY 1, SO INC
6	Death	DUCES 1, INGESTEL
7 C	onditions	
Bline Fail of disad	ded checks involving sight. Attacks have rantage. Enemy attacks have advantage. Petrified Incapacitated. Can't of surroundings. Re Immune to poison/C	esistance to all

Charmed Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

Deafened

Fail checks involving hearing. Frightened

Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.

Grappled
Speed drops to 0, regardless of any bonus.

Incapacitated
Can't take actions or reactions.

Invisible

Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.

Paralyzed

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Unaware saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

Poisoned

Disadvantage on attack rolls and ability checks.

Prone

Crawl (at % speed) or stand up (costs % speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

Restrained

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

Stunned

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

Unconscious

Officonscious incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Notes

Monk features:

- If I wear armor/shield, I lose Unarmored Defense, Martial Arts, and Unarmored Movement
- Flurry of Blows (Ki Feature, PHB 78) [1 ki point]
- After taking the Attack action, I can make 2 unarmed attacks as a bonus action
- Patient Defense (Ki Feature, PHB 78) [1 ki point]
- As a bonus action, I can take the Dodge action
- Step of the Wind (Ki Feature, PHB 78) [1 ki point]
 - As a bonus action, I can either Dash or Disengage; My jump distance doubles when I do so
- Stunning Strike (Monk 5, PHB 79) [1 ki point]

After I hit a creature with a melee weapon attack, I can spend a ki point to try to stun it
It has to succeed on a Con save or be stunned until the end of my next turn

Magic Item:					Атт
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Extra Equipmei	# LBs	GEAR			#
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	# LBs	Gear		Total W	



Tharacter History

Water. Earth. Fire. Air. My grandmother used to tell me stories about the Inner Planes, a place of balance between the raw Water, Earth, Fire, and Air Elemental Planes surrounding our world and suspended within Elemental Chaos. My human and Djinn ancestors typically exist separately within these planes, but that all changed when my grandfather Sofonias was a victim of a planar eruption at sea as a Water Djinn forced its way into our world. When he should have drowned, he was able to miraculously survive the depths of the ocean and return to his home. From the exposure to raw elemental power he had become Genasi, a prodigy of water elemental power. I am his Genasi descendant, heir to his water elemental prowess, and have studied the other elements but am unable to master them. I am on a mission to find sites of elemental surges, master all four elements, and achieve the Final Equilibrium to bring balance to the world. Some people believe Genasi cannot be endowed with more than one element, and that the cycle of planar convergence and elemental surges is broken. But I haven't lost hope. I still believe that





Appearance	;
TEnemies	



30 ft

Spell 1st level 2nd level 3nd level 4th level 5th level 6th level 7th level 8th level 9th level Slots

 $^{1\times}_{LR}$ Create or Destroy Water Create/destroy 10 gal of water in open container or create rain/destroy fog in 30-ft cu

Water genasi

Spell attack modifier: +6
Spell save DC: 14

Spellcasting ability

Constitution

Instantaneous P

Cantrips (0 Level)

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
AT Shape Water	5 cu ft water; instant: move/change flow; 1h: simple shapes/change color or opacity/freeze	_	Trans	1 a	30 ft	S	Instant. or 1 h	X	164
Ist Level									
VN CDELL	Description	SAVE	SCHOOL	TIME	PANCE	COMP	DURATION	B	P.C