

## Multiclass2

CHARACTER NAME

Barbarian 8 / Monk 2 Spy

CLASS & LEVEL

BACKGROUND

Ben

PLAYER NAME

Half-Orc

RACE

Neutral good

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+0

10

CHARISMA

-1

8

0

INSPIRATION

+4

PROFICIENCY BONUS

- ☒ +7 Strength
- ☐ +2 Dexterity
- ☒ +6 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☒ +4 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +7 Athletics (Str)
- ☒ +3 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +0 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

14

ARMOR CLASS

+2(A)

INITIATIVE

50

SPEED

Hit Point Maximum 84

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d12 + 2d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Spear

+7

1d6+3/p

Greataxe

+7

1d12+3/s

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, simple weapons, martial weapons, simple weapons, shortwords, unarmed.

Languages:

Common, Orc

OTHER PROFICIENCIES & LANGUAGES

CP 0  
SP 0  
EP 0  
GP 0  
PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Ancestral Protectors  
--Criminal Contact  
--Danger Sense  
--Darkvision (60')  
--Extra Attack (2x)  
--Fast Movement  
--Feral Instinct  
--Flurry of Blows  
--Ki (2 pts, DC=12)  
--Martial Arts  
--Patient Defense  
--Rage (+2, 4x/LR)  
--Reckless Attack  
--Relentless Endurance  
--Savage Attacks  
--Spirit Shield (2d6)  
--Step of the Wind  
--Unarmored Defense  
--Unarmored Defense  
--Unarmored Movement

=====  
TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

# Features and Magic Items

## Multiclass2

### Subclasses

#### Subclass: Path of the Ancestral Guardian

Some barbarians hail from cultures that revere their ancestors. These tribes teach that the warriors of the past linger in the world as mighty spirits, who can guide and protect the living. When a barbarian who follows this path rages, the barbarian contacts the spirit world and calls on these guardian spirits for aid.

Barbarians who draw on their ancestral guardians can better fight to protect their tribes and their allies. In order to cement ties to their ancestral guardians, barbarians who follow this path cover themselves in elaborate tattoos that celebrate their ancestors' deeds. These tattoos tell sagas of victories against terrible monsters and other fearsome rivals.

### Features

#### Ancestral Protectors

**Source:** Barbarian (Ancestral Guardian)

Starting when you choose this path at 3rd level, spectral warriors appear when you enter your rage. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends early if your rage ends.

#### Criminal Contact

**Source:** Background (Criminal)

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

#### Danger Sense

**Source:** Barbarian

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when

you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

#### Darkvision (60')

**Source:** Race

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.

#### Extra Attack (2x)

**Source:** Barbarian

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

#### Fast Movement

**Source:** Barbarian

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

#### Feral Instinct

**Source:** Barbarian

By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

#### Flurry of Blows

**Source:** Monk

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 (2 pts, DC=12)

**Source:** Monk

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

## Martial Arts

**Source:** Monk

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

## Patient Defense

**Source:** Monk

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

## Rage (+2, 4x/LR)

**Source:** Barbarian

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again

## Reckless Attack

**Source:** Barbarian

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn

## Relentless Endurance

**Source:** Race (Half-Orc)

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

## Savage Attacks

**Source:** Race (Half-Orc)

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

## Spirit Shield (2d6)

**Source:** Barbarian (Ancestral Guardian)

Beginning at 6th level, the guardian spirits that aid you can provide supernatural protection to those you defend. If you are raging and another creature you can see within

30 feet of you takes damage, you can use your reaction to reduce that damage by 2d6.

When you reach certain levels in this class, you can reduce the damage by more: by 3d6 at 10th level and by 4d6 at 14th level.

## Step of the Wind

**Source:** Monk

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 Defense

**Source:** Barbarian

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

This bonus is computed in the AC given on the Character Sheet above.

## Unarmored Defense

**Source:** Monk

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

This bonus is computed in the AC given on the Character Sheet above.

## Unarmored Movement

**Source:** Monk

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.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

## Magic Items