

Tansen

soham

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Contents

1	Basic Information	2
2	Attributes and Skills	2
2.1	Saving Throws	2
2.2	Skills	3
2.3	Other Proficiencies and Languages	3
2.3.1	Languages Known	3
2.3.2	Tool Proficiencies	3
2.3.3	Weapon Proficiencies	3
3	Combat	4
3.1	Defense	4
3.2	Health	4
3.2.1	Hit Dice	4
3.3	Weapons	4
3.4	Ki	5
4	Equipment	5
5	Features	6
5.1	Dragonborn features	6
5.2	City Watch features	6
5.3	Monk features	6
6	Taroka Cards	7
7	Backstory	7

1 Basic Information

Race	Class	Background	Alignment	Level	XP
Dragonborn	Monk	City Watch	Lawful Good	7	16857

2 Attributes and Skills

	Score	Modifier
Strength	18	4
Dexterity	20	5
Constitution	16	3
Intelligence	11	0
Wisdom	16	3
Charisma	17	3
	Initiative	Proficiency
	4	3

2.1 Saving Throws

- Strength
- Dexterity

2.2 Skills

	Attribute	Proficient?
Athletics	Strength	Y
Acrobatics	Dexterity	Y
Sleight of Hand		
Stealth		
Aracana	Intelligence	Y
History		
Investigation		
Nature		
Religion		
Animal Handling	Wisdom	Y
Insight		
Medicine		
Perception		
Survival		
Deception	Charisma	
Intimidation		
Performance		
Persuasion		

2.3 Other Proficiencies and Languages

2.3.1 Languages Known

- Draconic
- Common
- Dwarvish
- Orc

2.3.2 Tool Proficiencies

- Artisan's tools

2.3.3 Weapon Proficiencies

- Simple weapons
- Shortswords

3 Combat

3.1 Defense

Armor Class (Unarmored)	Initiative	Speed (Unarmored)
18	4	45

- **Base speed:** 30.
- Unarmored speed increases as per the Monk Leveling Table.
- Deflect Missile
- Evasion

3.2 Health

Hit Point Maximum	Current Hit Points	Temp Hit Point	Health Potions
57			3

3.2.1 Hit Dice

Type	Number
1d8	6

3.3 Weapons

Strength Modifier	Dexterity Mod	Proficiency Bonus
4	5	2

- When attacking with monk weapons or unarmed strike can use either Strength, or Dexterity to attack and damage.
- Attacking with unarmed strike or monk weapons allows unarmed strike as a bonus action.
- Ki wraps give +1 to attack and damage when attacking with monk weapons or unarmed strike.
- Can roll a d4 in place of the normal damage of unarmed strike or monk weapon. This die can change with gaining of monk levels. Check martial arts column of Monk Leveling Table.
- Proficient in monk weapons and unarmed strike.

Weapons	Proficient?	Base Damage	Type	Range
Spear	Y	1d6	Piercing	20/60
Dart	Y	1d4	Piercing	20/60
Unarmed Strike	Y	1d4	Bludgeon	5

3.4 Ki

Ki Points Maximum	Current Ki Points	Ki Save DC
7		14

- **Ki Wraps** allow regaining up to two ki points in between two long rests.
- **Flurry of Blows:** Immediately after attack, use 1 ki point to make two unarmed strikes as a bonus action.
- **Patient Defense:** Use 1 ki point to take the dodge action as bonus action on own turn.
- **Step of the Wind:** Use 1 ki point to disengage or dash as a bonus action on own turn. Jump distance is doubled for the turn.
- **Detect Thoughts:** Use 2 ki points for the spell.

4 Equipment

- Spear
- Dart $\times 10$
- Dungeoneer's Pack
 - Backpack
 - Crowbar
 - Hammer
 - Pitons $\times 10$
 - Torches $\times 10$
 - Tinderbox
 - Ration $\times 10$ days
 - Waterskin
 - Hempen rope - 50 feet

- Uniform
- Horn
- Set of manacles
- Pouch
- Ki Wraps
- Ring of Animal Influence - Charges: 6
- Hat of Disguise
- Mirror of the Past - Shows something from the target's past.

PP	GP	EP	SP	CP
1	898 (437)	90	3538 (600)	231

5 Features

5.1 Dragonborn features

- Red Dragon.
- Draconic Ancestry: Breathe a 15 feet cone of fire (once between rests), dealing 2d6 fire damage, Dexterity save for half damage. $DC = 8 + \text{Constitution Modifier} + \text{Proficiency}$.
- Resist fire damage.

5.2 City Watch features

- Have a knack for finding crime dens and constabularies.

5.3 Monk features

- Wisdom modifier added to AC when unarmoured, and not carrying a shield.
- Can use dexterity for attack and damage when unarmed or using monk weapons.
- Can roll a d4 in place of the normal damage of unarmed strike or monk weapon. This die can change with gaining of monk levels. Check martial arts column of Monk Leveling Table.

- Can make an unarmed attack as a bonus action when unarmed or using monk weapons.
- Slow Fall.
- Stillness of Mind.

6 Taroka Cards

- Knowledge of the ancient will help you better understand the enemy. - Swashbuckler.
 - Skeleton of a deadly warrior lying on a bed of stone flanked by gargoyles.
- Powerful force for good and protection. Holy symbol of great hope. - Mercenary
 - Thing you seek lies with the dead under mountains of gold coins.
- Power and Strength. Weapon of Vengeance. - Transmuter.
 - Go to a place of dizzying heights where the stone itself is alive.
- Sheds light on who will help you in the battle against darkness. - Marionette.
 - Your greatest ally will be a wizard. His mind is broken but his spells are strong.
- Your enemy is a creature of darkness. Immortal. - Broken One.
 - Look to great heights. Find the beating heart of the castle. He waits nearby.

7 Backstory

"Tansen, Taaannnsennn," a oddly familiar voice called him, amidst all the din. He could not quite place where it was coming from, nor whose voice it was. He knew the speaker was calling him, but that was not his name. He was Sohandus. Then why did the voice did not call him as such? His reptilian brain could not figure that out. Reptilian! Why was he thinking of himself as a reptile? Sure he had wings, but they were the wings of an angel

not of a wyvern. No! None of that mattered now. Angel, wyverns, the voice, the crowd, none of that mattered. Nothing except the "Lady of the Blades", standing between them and their salvation, mattered. And here comes her first salvo.

Tansen woke up. The window was open, and sunlight was streaming on to his face. He realized his mother was calling him down for breakfast. He glanced at the clock on the nightstand. It was seven. He would have to get out of bed soon. He could not be late again. The Chief had already threatened once to dock his pay for the month. If he was late again then he might actually do it. And Tansen could not afford that. He was tired of hearing what a shame to the clan he was. Tired of hearing how his siblings were working hard to bring glory to the clan while he could only be a sergeant of the city watch. Imagine being an unpaid sergeant of the city watch. Tansen shivered at the thought of that.

Bu the dream. The dreams. They had started about a few months back. In the beginning the dreams would appear once in a while, then every week, then thrice a week, and finally they reached a crescendo last week. Every night last week he had had those dreams. Even the blue wine did not help. Just made the dreams more intense. In the dreams he was always in a bleak world. The colors were muted, nothing like his shiny red scales. The air was hot and heavy, not that he minded the heat. Nothing should have been able to grow there, and yet there was life. Though not life as he knew. And he had companions. After dreaming them for a few months, he finally knew their names. Soraya, the angel. Nathan, the human, even though he garbed strangely. Ragnarok, the demon? He was not quite sure what Ragnarok was. And he was Sohandus of the angelic wings. This was a most strange party. But the dreams were so real. Not like the fantasies he had as a youngling. This was not Tansen pretending to be Frejya, the barbarian princess who singlehandedly drove back the fire demons that had invaded her country, or Ingotfoundersson, the famous dwarf adventurer who discovered the adamantine mines of Minerva. No, Sohandus was very real. Tansen was Sohandus. Or so it seemed in the dreams.

The worst part of the dreams, besides always having to fight for survival in that bleak world, was that Tansen had no one to talk to about it. His father had never liked his flights of fancy, and had put an early stop to it. The senior dragonborn's pride could not tolerate his son playacting as fairy tale characters instead of working for glory of the clan. Tansen could not talk to his father about the dreams. He could not talk to his mother, may Io bless her, either. He knew what she would say, and Tansen would rather lose all his scales than visit the bard at Fandort-upon-Tye. His siblings are

away changing the world, and even if they were here they would probably have been too busy picking on him to help him. Nor could he discuss this with his non-dragonborn colleagues. That is not the dragonborn way, even for the most atypical dragonborn like Tansen.

Tansen heard his mother call him down again for breakfast. It was a quarter past seven. There was no way he was going to be late today too. He got out of bed, and headed downstairs. Maybe he will stop by the library at the new monastery after work. The manuscripts might have some answers.