

Stellatus

CHARACTER NAME

Level 2 Wood Elf Monk
CHARACTER LEVEL, RACE, & CLASS

300
EXPERIENCE

Guild Artisan
BACKGROUND

ALIGNMENT DEITY

Player One
PLAYER NAME

STRENGTH

8

-1

DEXTERITY

17

+3

CONSTITUTION

13

+1

INTELLIGENCE

12

+1

WISDOM

15

+2

CHARISMA

10

+0

PROFICIENCY BONUS

+2

☒ +1 Strength

☒ +5 Dexterity

☐ +1 Constitution

☐ +1 Intelligence

☐ +2 Wisdom

☐ +0 Charisma

CONDITIONAL

SAVING THROWS

☒ +5 Acrobatics (Dex)

☐ +2 Animal Handling (Wis)

☐ +1 Arcana (Int)

☐ -1 Athletics (Str)

☐ +0 Deception (Cha)

☐ +1 History (Int)

☒ +4 Insight (Wis)

☐ +0 Intimidation (Cha)

☐ +1 Investigation (Int)

☐ +2 Medicine (Wis)

☐ +1 Nature (Int)

☒ +4 Perception (Wis)

☐ +0 Performance (Cha)

☒ +2 Persuasion (Cha)

☒ +3 Religion (Int)

☐ +3 Sleight of Hand (Dex)

☐ +3 Stealth (Dex)

☐ +2 Survival (Wis)

SKILLS

14

PASSIVE PERCEPTION

ARMOR

Unarmored Defense (Monk) (15)

SHIELD

15

AC

ARMOR CLASS

MAXIMUM

15

HIT DICE

2d8

TEMPORARY

CURRENT HIT POINTS

SPEED

45ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

Darkvision

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Fey Ancestry. 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.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured.

RACIAL TRAITS

Darkvision. 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.

Unarmored Defense. While you are wearing no armor and not wielding a shield, your AC equals 15.

Martial Arts. Your unarmed strike does 1d4+3 damage. You can use Strength or Dexterity for these attacks. 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.

Ki. You have 2 Ki Points and your Ki DC is 12

Flurry of Blows (Bonus Action—Ki). Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes.

Patient Defense (Bonus Action—Ki). You can spend 1 ki point to take the Dodge action on your turn.

Step of the Wind (Bonus Action—Ki). You can spend 1 ki point to take the Disengage or Dash action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement. Your speed increases by 10 feet while you are not wearing armor or wielding a shield.

FEATURES & TRAITS

Armor Proficiencies. —

Weapon Proficiencies. Longsword, Shortsword, Shortbow, Longbow, Simple Weapons

Tool Proficiencies. Cook's utensils, Brewer's supplies

Languages. Common, Elvish, Celestial

PROFICIENCIES & LANGUAGES

NAME

Shortsword

Finesse, Light

RANGE

5 ft

ATTACK

+5 vs AC

DAMAGE / TYPE

1d6+3 piercing

Dart

Finesse, Thrown

20/60

+5 vs AC

1d4+3 piercing

ATTACKS & SPELLCASTING



Stellatus

CHARACTER NAME

Male	102	6'	170 lb.
GENDER	AGE	HEIGHT	WEIGHT
Green	Brown	Red	
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I like to talk at length about my profession.

PERSONALITY TRAITS

Aspiration. I work hard to be the best there is at my craft.

IDEAL

The workshop where I learned my trade is the most important place in the world to me.

BOND

I'm never satisfied with what I have— I always want more.

FLAW

Spirit Medium

After a fateful experience, you believe you're aligned with spirits and can serve as a conduit for their insights and goals. You have advantage on any Arcana or Religion check you make to remember or research information about spirits and the afterlife. Additionally, you begin your adventuring career with a custom-made device for communing with otherworldly forces, perhaps a spirit board, a tarokka deck, an automatic writing planchette, dowsing rods, a cup for tea leaves, or a device of your own design. Add your proficiency bonus to any ability check you make using this type of divining tool.

BACKGROUND FEATURE

TRINKET

You are a member of an artisan's guild, skilled in a particular field and closely associated with other artisans. You are a well-established part of the mercantile world, freed by talent and wealth from the constraints of a feudal social order. You learned your skills as an apprentice to a master artisan, under the sponsorship of your guild, until you became a master in your own right.

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

QUEST ITEMS & TRINKETS

Explorer's Pack

Equipment Packs

Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

10 lbs.

Player's Handbook

Shortsword

Weapons

2 lb.

Player's Handbook