

FEATURES

KOBOLD (Mdk 25)

- **Darkvision** Range 60 ft.
- **Draconic Cry** – Bonus Action: Allies have Advantage on attack rolls against enemies within 10 ft. of you.
 - Uses = Proficiency Bonus
 - Regain: All after Long Rest
- **Kobold Legacy – Draconic Sorcery – Mage Hand (Wisdom) (293)**

ARTISAN (178)

- **Crafter (200)**
 - Tool Proficiency: Carpenter's Tools, Smith's Tools, Woodcarver's Tools
 - Discount: 20% off all non-magical items
 - Fast Crafting: After a Long Rest, if you have the necessary Artisan's Tools and Proficiency with those tools, craft an item from the Fast Crafting Table

MONK (101)

Level 1 (101)

- **Martial Arts**
 - *Bonus Unarmed Strike*: Bonus Action: Unarmed Strike
 - *Martial Arts Die*: Substitute 1d6 for damage of Monk Weapons or Unarmed Strike. (Die increases with level)
 - *Dextrous Attacks*
 - Swap Str. w/ Dex. for:
 - Attack and damage rolls of Monk Weapons and Unarmed Strike.
 - Save DC of Grapple or Shove of Unarmed Strike
- **Unarmored Defense** – If no Armor or Shield, AC = 10 + Dex. + Wis.

Level 2 (101)

- **Monk's Focus**
 - 3 Focus Points (increases w/ level) to spend on Monk features
 - Regain all after Short/Long Rest
 - Saving Throw DC = 8 + Wis. + PB
 - Features:
 - **Flurry of Blows**: 1FP to make two Unarmed Strikes as a Bonus Action.
 - **Patient Defense**: Disengage as Bonus Action, or 1FP to Disengage and Dodge as Bonus Action
 - **Step of the Wind**: Dash as Bonus Action, or 1FP to Disengage and Dash as Bonus Action and double your jump distance for the turn.
- **Unarmored Movement** – If no Armor or Shield, Speed += 10

- **Uncanny Metabolism** – When you roll Initiative, regain all expended Focus Points, roll your Martial Arts die, and gain HP = roll + Monk level.
 - Regain after Long Rest

Level 3 (102)

- **Deflect Attacks**
 - Reaction: When hit with Bludgeoning, Piercing, or Slashing, reduce Damage by 1d10 + Dex. + Monk level.
 - If damage reduced to 0: 1FP to redirect attack's force
 - If melee attack: choose creature within 5ft.
 - If ranged attack: choose creature within 60ft. and not behind Total Cover
 - Creature makes Dex. Saving Throw (DC = 8 + Wis. + PB)
 - *Failure*: 2dMartialArts + Dex. (damage type is the type of the original attack)
- **Drunken Master** (XgtE. 33)
 - **Bonus Proficiencies** (34): Performance, Brewer's Supplies
 - **Drunken Technique** (34): Flurry of Blows includes Disengage, and Walking Speed += 10.

Fast Crafting Table

Artisan's Tools	Crafted Gear
Carpenter's Tools	Ladder, Torch
Leatherworker's Tools	Case, Pouch
Mason's Tools	Block and Tackle
Potter's Tools	Jug, Lamp
Smith's Tools	Ball Bearings, Bucket, Caltrops, Grappling Hook, Iron Pot
Tinker's Tools	Bell, Shovel, Tinder Box
Weaver's Tools	Basket, Rope, Net, Tent
Woodcarver's Tools	Club, Greatclub, Quarterstaff