

Feature Book

Character: unnamed monk

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GAME STATISTICS

UNNAMED MONK

Medium Elf (wood), neutral good

Armor Class 18

Hit Points 11

Speed 35 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	7 (-2)	18 (+4)	5 (-3)

Senses Darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Giant

Challenge 1 (0 XP)

Fey Ancestry. On charm or sleep magic

Trance. Replaces Sleep for long rest (4hrs)

Mask of the Wild. Can hide in a little nature

Wanderer. Map memory and food gathering

Actions

Martial Arts. May make an unarmed strike as a bonus action following a Monk weapon attack

Monk Weapon. Melee Weapon Attack, +6 to hit
Hit: (weapon dice)+4 type damage

Unarmed Strike. Melee Attack, +6 to hit
Hit: 6 (1d4 + 4) bludgeoning damage

AVAILABLE WEAPONS

Weapon	Damage
Staff	1d6(1d8) bludgeoning
Shortsword	1d6 piercing
Darts	1d4 piercing; 20/60 feet
Short Bow	1d6 piercing; 80/320 feet

PROFICIENCIES

- Weapons: Simple weapons, Shortswords, Longswords, Longbows
- Tools: Alchemist Supplies
- Instruments: Pan Flute

SKILL CHECKS

STRENGTH

Saving Throws	+4
Athletics	+4

DEXTERITY

Saving Throws	+6
Acrobatics	+6
Slight of Hand	+4
Stealth	+4

CONSTITUTION

Saving Throws	+3
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INTELLIGENCE

Saving Throws	-2
Arcana	-2
History	-2
Investigation	-2
Nature	-2
Religion	-2

WISDOM

Saving Throws	+4
Animal Handling	+4
Insight	+6
Medicine	+4
Perception	+6
Survival	+6

CHARISMA

Saving Throws	-3
Deception	-3
Intimidation	-3
Performance	-3
Persuasion	-3

CLASS FEATURES

MONK

PROFICIENCIES

- Weapons: Simple weapons, Shortswords
- Tools: Alchemists Supplies
- Saving Throws: Str., Dex.
- Skills: Acrobatics (Dex), Insight (Wis)

UNARMORED DEFENSE

While you are wearing no armor and not wielding a shield:

$$AC = \text{Dex mod.} + \text{Wis mod.} = 18$$

MARTIAL ARTS

Martial Arts Die (Lv 1): 1d4

Monk weapons

Shortswords and any simple melee weapons that don't have the two-handed or heavy property.

While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dex. instead of Str. for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a martial arts die in place of the normal damage of your unarmed strike or monk weapon.
- 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

OTHER FEATURES

RACIAL FEATURES

Race: Elf (Wood)

DARK VISION

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.

FEY ANCESTRY

You have 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 for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

MASK OF THE WILD

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

SPECIAL PROFICIENCIES

- Perception (Wis)
- Languages: Common, Elvish
- Walking Speed -> 35 feet
- L./S. Swords & Bows

BACKGROUND FEATURES

Background: Outlander

WANDERER

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

SPECIAL PROFICIENCIES

- Athletics (Str)
- Survival (Wis)
- Pan Flute
- Language: Gaint