

Flask

CHARACTER NAME

2 Monk  
LEVEL & CLASS

Sully  
PLAYER NAME

Criminal  
BACKGROUND Fence

Kenku  
RACE

300  
EXPERIENCE

900  
Next Level

STRENGTH

0

10

DEXTERITY

+3

17

CONSTITUTION

0

10

INTELLIGENCE

0

10

WISDOM

+3

16

CHARISMA

0

11

+2 STR ☐ 0 INT  
+5 DEX ☐ +3 WIS  
0 CON ☐ 0 CHA

RESISTANCES

SAVING THROWS

+5 Acrobatics (Dex)  
+3 Animal Handling (Wis)  
0 Arcana (Int)  
0 Athletics (Str)  
+2 Deception (Cha)  
0 History (Int)  
+3 Insight (Wis)  
0 Intimidation (Cha)  
0 Investigation (Int)  
+3 Medicine (Wis)  
0 Nature (Int)  
+3 Perception (Wis)  
0 Performance (Cha)  
0 Persuasion (Cha)  
0 Religion (Int)  
+5 Sleight of Hand (Dex)  
+5 Stealth (Dex)  
+3 Survival (Wis)  
+5 Thieves' Tools (Dex)

SKILLS

13  
MAXIMUM  
HIT POINTS

+2  
PROFICIENCY  
BONUS

16  
ARMOR  
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3

INITIATIVE

SUCCESSSES

FAILURES

DEATH  
SAVES

LEVEL DIE USED

2 d8+0

HIT DICE

ENCUMBERED

30 ft

40 ft

SPEED

FEATURE

MAX

RECOVER

USED

Ki

2

SR

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

Martial Arts (with Attack action)

Flurry of Blows (after Attack action)

Patient Defense

Step of the Wind

ACTIONS

ATTACK NAME

PROF ABILITY

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

Unarmed Strike

✓ Dex

Melee

+5

1d4+3

Bludgeoning

DESCRIPTION

Dart

✓ Dex

20/60 ft

+5

1d4+3

Piercing

Finesse, thrown

Shortsword

✓ Dex

Melee

+5

1d6+3

Piercing

Finesse, light

ATTACKS: WEAPONS & CANTRIPS

13

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME

TOTAL

AMMUNITION

NAME

TOTAL

AMMUNITION

- Martial Arts (Monk 1, PHB 78) [1d4]  
Monk weapons: shortsword, simple weapon (not two-handed/heavy), unarmed strike  
With these, I can use Dex instead of Str and use the Martial Arts damage die  
When taking an Attack action with these, I get one unarmed strike as a bonus action
- Unarmored Defense (Monk 1, PHB 48)  
Without armor and no shield, my AC is 10 + Dexterity modifier + Wisdom modifier
- Ki (Monk 2, PHB 78) [2× per short rest]  
I can spend ki to fuel special actions (see third page)  
I need to meditate for at least 30 min of a short rest for that short rest to restore ki
- Unarmored Movement (Monk 2, PHB 78) [+10 ft]  
Speed increases and eventually lets me traverse some surfaces without falling as I move

Based on Wizards of the Coast character sheet; Dragon Head design by spikeilustra; made by Joost Wijnen - Flapkan@gmail.com

- Loss Unarmored Defense, Martial Arts, and Unarmored Movement with armor/shields
- Flurry of Blows (Ki Feature, PHB 78) [1 ki point]  
After taking the Attack action, I can make 2 unarmed attacks as a bonus action
- Patient Defense (Ki Feature, PHB 78) [1 ki point]  
As a bonus action, I can take the Dodge action
- Step of the Wind (Ki Feature, PHB 78) [1 ki point]  
As a bonus action, I can either Dash or Disengage; My jump distance doubles when I do so

## NOTES

### EXTRA EQUIPMENT

## OTHER HOLDINGS

FEAT: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

MAGIC ITEM:  ☐ Attuned

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

MAGIC ITEM:  ☐ Attuned

MAGIC ITEMS



Flask

CHARACTER NAME

Male  
GENDER

AGE

Medium  
SIZE

5'2"  
HEIGHT

90lbs  
WEIGHT

Chaotic Good  
ALIGNMENT

FAITH

Black feathers  
HAIR

EYES

Black feathers  
SKIN

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

Diminutive in stature, Flask the kenku stands just over five feet tall. He appears insubstantial due to his bird-like heritage, with a slight frame suited better to flying than walking. As expected of a kenku, his body is covered in lustrous black feathers and his jet black, razor sharp beak protrudes from his cowl. On the rare occasions he removes his hood and apothecary's facemask, his beady yellow eyes take in every movement around him, ceaselessly watching and assessing those around him.

APPEARANCE

Poor

LIFESTYLE

DAILY PRICE

2 sp

ENEMIES

Hatched from an egg as a curiosity by a druid in the forests of the Feywild, Flask (as he is now known) was forced to strike out on his own after the elderly druid passed away. He made his way to the nearest settlement he could find, where he found work as a message runner due to his ability to exactly reproduce whatever message he was tasked to carry.

Unfortunately this skill attracted the attention of a local criminal cartel, and Flask was snatched up from the streets and forced to work as a forger deep in the bowels of the cartel's base alongside others of his kind. During years of cruel service, he saw his kin beaten and abused around him, often to death, but as the master forger he became he was mostly spared.

One day, the base was invaded by a rival cartel and in the bloody carnage, Flask was able to escape his cell and flee deeper into the base. As the battle waned, Flask hid in a large brewing flask, part of the cartel's illegal firewhiskey still, and discouraged anyone from finding him by mimicking the sound of an enraged owlbear, a beast he had come across as he made his way from the druid's hovel. Rather than deal with the 'creature', the invading cartel set fire to the base and left, enabling Flask to pick his way from the embers some time later.

Since then, Flask has travelled the Old World as a hermit, building his knowledge of art, money, weaponry and anything else that will help him achieve his ultimate goal: to free his kin from slavery and abuse wherever he finds it.

CHARACTER HISTORY



COMPANION  
NAME

RACE	SIZE	HEIGHT	WEIGHT
TYPE	AGE	GENDER	ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

<input type="radio"/> STR	<input type="radio"/> INT
<input type="radio"/> DEX	<input type="radio"/> WIS
<input type="radio"/> CON	<input type="radio"/> CHA

SAVING THROWS

INITIATIVE

SPEED

LEVEL USED  
DIE  
HIT DICE

ATTACKS  
PER ACTION

ARMOR  
CLASS

PROFICIENCY  
BONUS

MAXIMUM  
HIT POINTS

Temporary HP:

CURRENT HIT POINTS

SUCCESSSES  
FAILURES  
DEATH SAVES

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
DESCRIPTION					

ATTACKS

<input type="radio"/>	Acrobatics (Dex)
<input type="radio"/>	Animal Handling (Wis)
<input type="radio"/>	Arcana (Int)
<input type="radio"/>	Athletics (Str)
<input type="radio"/>	Deception (Cha)
<input type="radio"/>	History (Int)
<input type="radio"/>	Insight (Wis)
<input type="radio"/>	Intimidation (Cha)
<input type="radio"/>	Investigation (Int)
<input type="radio"/>	Medicine (Wis)
<input type="radio"/>	Nature (Int)
<input type="radio"/>	Perception (Wis)
<input type="radio"/>	Performance (Cha)
<input type="radio"/>	Persuasion (Cha)
<input type="radio"/>	Religion (Int)
<input type="radio"/>	Sleight of Hand (Dex)
<input type="radio"/>	Stealth (Dex)
<input type="radio"/>	Survival (Wis)

SKILLS

FEATURES

TRAITS

PASSIVE WISDOM (PERCEPTION)

SENSES

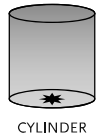
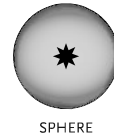
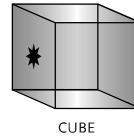
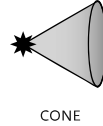
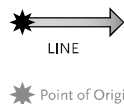
COMPANION'S APPEARANCE

NOTES

[illegible]

This image shows a full page of a notebook or ledger. It features a series of evenly spaced horizontal lines across the entire width of the page. A single vertical line runs down the left side, creating a narrow margin. The paper is otherwise blank, with no handwriting or other markings.

# PLAYER REFERENCE



AREA OF EFFECT

## ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

## CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

## DASH (ACTION)

Gain your speed as extra movement for this turn.

## DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

## DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

## ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

## HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

## HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

## OVERRUN (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

## READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration.

## SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

## TUMBLE (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

## USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

## COMBAT ACTIONS

(PHB 192)

## MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

## RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on attack if target is within 5 ft or up to long range away (second number).

## TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

## DISARM (INSTEAD OF ONE ATTACK) (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

## GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

## MARK (WITH MELEE ATTACK) (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

## SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

## ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER	(PHB 196)

## BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

## CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

## DEAFENED

Fail checks involving hearing.

## FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

## GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

## INCAPACITATED

Can't take actions or reactions.

## INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

## PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

## PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

## POISONED

Disadvantage on attack rolls and ability checks.

## PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

## RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

## STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

## UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

## CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT		Out to range, perceive without sight.
DARKVISION		Out to range, treat dim light as bright light. Can't see colors.
TRUESIGHT		Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

## LIGHT & VISION

(PHB 183)

## MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

## CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

## CRAWL (AT ¼ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

## DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

## JUMP

After moving at least 10 feet on foot, you can jump you Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

## STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

## MOVEMENT

(PHB 182)

## FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

## FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

## WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

## FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

## SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

## SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

## LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

## ENVIRONMENT

(PHB 183)

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

## TRAVEL PACE

(PHB 182)