

TYLER JACOBSON



**DIANA**  
 CHARACTER NAME

SCRIBE MONK  
 BACKGROUND CLASS

HUMAN WARRIOR OF THE OPEN HAND  
 SPECIES SUBCLASS

**4**  
 LEVEL

**SIZE**  
 MEDIUM

**INITIATIVE**  
 +4

**SPEED**  
 40 FEET

**ARMOR CLASS**  
 16  
 SHIELD

**HIT POINTS**

TEMP 35  
 CURRENT MAX

**HIT DICE**  
 SPENT 4D8  
 MAX

**DEATH SAVES**  
 SUCCESSES  
 FAILURES

**WEAPON ATTACKS**

Name	Atk Bonus	Damage	Properties
QUARTERSTAFF OF THE ACROBAT	+8	1D6 + 6 BLUDGEONING	THROWN (RANGE 30/120), VERSATILE (1D8)
UNARMED STRIKE	+6	1D6 + 4 BLUDGEONING	
DAGGER	+6	1D6 + 4 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60)

**PROFICIENCY BONUS**  
 +2

**INTELLIGENCE**  
 MODIFIER +0 SCORE 10

**STRENGTH**  
 MODIFIER +1 SCORE 12

+3 Saving Throw

+3 Athletics

+0 Saving Throw

+0 Arcana

+0 History

+2 Investigation

+2 Nature

+0 Religion

**DEXTERITY**  
 MODIFIER +4 SCORE 18

+6 Saving Throw

+6 Acrobatics

+4 Sleight of Hand

+6 Stealth

**WISDOM**  
 MODIFIER +2 SCORE 14

+2 Saving Throw

+4 Animal Handling

+4 Insight

+2 Medicine

+4 Perception

+2 Survival

**CONSTITUTION**  
 MODIFIER +1 SCORE 13

+1 Saving Throw

**CHARISMA**  
 MODIFIER +0 SCORE 10

+0 Saving Throw

+0 Deception

+0 Intimidation

+0 Performance

+0 Persuasion

**HEROIC INSPIRATION**

**FEATS**

ABILITY SCORE IMPROVEMENT\*  
 SKILLED\*  
 TOUGH\*

**CLASS FEATURES**

MARTIAL ARTS  
 UNARMORED DEFENSE\*  
 MONK'S FOCUS (4 FOCUS POINTS)  
 UNARMORED MOVEMENT\*  
 UNCANNY METABOLISM  
 DEFLECT ATTACKS  
 OPEN HAND TECHNIQUE  
 ABILITY SCORE IMPROVEMENT\*  
 SLOW FALL

**SPECIES TRAITS**

RESOURCEFUL  
 SKILLFUL\*  
 VERSATILE\*

\*The effects of these rules are included in these game statistics.

**LANGUAGES** | COMMON, DRAGONIC, ELVISH

**ALIGNMENT** | NEUTRAL GOOD

**EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING ✦Light ✦Medium ✦Heavy ✦Shields

**PROFICIENCIES**

MARTIAL WEAPONS THAT HAVE THE LIGHT PROPERTY, SIMPLE WEAPONS, CALLIGRAPHER'S SUPPLIES, CARTOGRAPHER'S TOOLS

**COINS**

CP SP EP GP PP

35

# DIANA



## EQUIPMENT

QUARTERSTAFF OF THE ACROBAT

5 DAGGERS

CALLIGRAPHER'S SUPPLIES

CARTOGRAPHER'S TOOLS

EXPLORER'S PACK

FINE CLOTHES

LAMP

OIL (3 FLASKS)

PARCHMENT (12 SHEETS)



### QUARTERSTAFF OF THE ACROBAT

Weapon (Quarterstaff), Very Rare (Requires Attunement)

You have a +2 bonus to attack rolls and damage rolls made with this magic weapon.

While holding this weapon, you can cause it to emit green Dim Light out to 10 feet, either as a Bonus Action or after you roll Initiative, or you can extinguish the light as a Bonus Action.

While holding this weapon, you can take a Bonus Action to alter its form, turning it into a 6-inch rod (for ease of storage) or a 10-foot pole, or reverting it a Quarterstaff; the weapon will elongate only as far as the surrounding space allows.

In certain forms, the weapon has the following additional properties.

**Acrobatic Assist (Quarterstaff and 10-Foot Pole Forms Only).** While holding this weapon, you have Advantage on Dexterity (Acrobatics) checks.

**Attack Deflection (Quarterstaff Form Only).** When you are hit by an attack while holding the weapon, you can take a Reaction to twirl the weapon around you, gaining a +5 bonus to your Armor Class against the triggering attack, potentially causing the attack to miss you. You can't use this property again until you finish a Short or Long Rest.

**Ranged Weapon (Quarterstaff Form Only).** This weapon has the Thrown property with a normal range of 30 feet and a long range of 120 feet. Immediately after you make a ranged attack with the weapon, it flies back to your hand.

Magic Item Attunement



QUARTERSTAFF OF THE ACROBAT

