

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 _____
 CURRENT 39
 MAX _____

HIT DICE

SPENT 4d8
 MAX _____

DEATH SAVES

◆◆◆ SUCCESSES
 ◆◆◆ FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage & Type	Notes
QUARTERSTAFF OF THE ACROBAT	+8	1d6 + 6 BLUDGEONING	THROWN (RANGE 30/120), VERSATILE (1d8), MASTERY: TOPPLE [DC 14]
UNARMED STRIKE	+6	1d6 + 4 BLUDGEONING	
DAGGER	+6	1d6 + 4 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60)

EQUIPMENT

QUARTERSTAFF OF THE ACROBAT
 POTION OF HEALING
 CARTOGRAPHER'S TOOLS
 DAGGERS (5)
 EXPLORER'S PACK

Magic Item Attunement

◆ QUARTERSTAFF OF THE ACROBAT

◆

◆

LANGUAGES | COMMON, SYLVAN

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

10

PROFICIENCY BONUS
 +2

INTELLIGENCE
 +0 10
 MODIFIER SCORE

+0 Saving Throw

+0 Arcana

+0 History

+2 Investigation

+2 Nature

+0 Religion

STRENGTH
 +0 10
 MODIFIER SCORE

+2 Saving Throw

+2 Athletics

WISDOM
 +2 14
 MODIFIER SCORE

+2 Saving Throw

+4 Animal Handling

+4 Insight

+2 Medicine

+4 Perception

+2 Survival

DEXTERITY
 +4 18
 MODIFIER SCORE

+6 Saving Throw

+6 Acrobatics

+4 Sleight of Hand

+6 Stealth

CONSTITUTION
 +2 14
 MODIFIER SCORE

+2 Saving Throw

CHARISMA
 +0 10
 MODIFIER SCORE

+0 Saving Throw

+0 Deception

+0 Intimidation

+0 Performance

+0 Persuasion

HEROIC INSPIRATION

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HUMAN TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. (This is included above.)

Versatile. You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

FEATS

SKILLED

Origin Feat

You gain proficiency in any combination of three skills or tools of your choice. (This is included above.)

Repeatable. You can take this feat more than once.

TOUGH

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

WEAPON MASTER

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20. (This is included above.)

Mastery Property. Your training with weapons allows you to use the mastery property of one kind of Simple or Martial weapon of your choice, provided you have proficiency with it. Whenever you finish a Long Rest, you can change the kind of weapon to another eligible kind.

(You have selected Quarterstaves, which have the following mastery property.)

Topple. If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

MONK CLASS FEATURES

LEVEL 1: MARTIAL ARTS

Your practice of martial arts gives you mastery of combat styles that use your Unarmed Strike and Monk weapons, which are the following:

- Simple Melee weapons
- Martial Melee weapons that have the Light property

You gain the following benefits while you are unarmed or wielding only Monk weapons and you aren't wearing armor or wielding a Shield.

Bonus Unarmed Strike. You can make an Unarmed Strike as a Bonus Action.

Martial Arts Die. You can roll 1d6 in place of the normal damage of your Unarmed Strike or Monk Weapons.

Dexterous Attacks. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes and Monk weapons. In addition, when you choose the Grapple or Shove option of your Unarmed Strike, you can use your Dexterity modifier instead of your Strength modifier to determine the save DC.

LEVEL 1: UNARMORED DEFENSE

While you aren't wearing armor or wielding a Shield, your base Armor Class equals 10 plus your Dexterity and Wisdom modifiers. (This is included above.)

LEVEL 2: MONK'S FOCUS

Your focus and martial training allow you to harness a well of extraordinary energy within yourself. Your access to this energy is represented by Focus Points. You have 4 Focus Points.

You can expend these points to enhance or fuel certain Monk features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind, each of which is detailed below.

When you spend a Focus Point, it is unavailable until you finish a Short or Long Rest, at the end of which you regain all your expended points.

Some features that use Focus Points require your target to make a saving throw. The save DC equals 8 plus your Wisdom modifier and Proficiency Bonus.

Flurry of Blows. You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.

Patient Defense. You can take the Disengage action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and the Dodge actions as a Bonus Action.

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Step of the Wind. You can take the Dash action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

LEVEL 2: UNARMORED MOVEMENT

Your Speed increases by 10 feet while you aren't wearing armor or wielding a Shield. (This is included above.)

LEVEL 2: UNCANNY METABOLISM

When you roll Initiative, you can regain all expended Focus Points. When you do so, roll your Martial Arts die, and regain a number of Hit Points equal to your Monk level plus the number rolled.

Once you use this feature, you can't use it again until you finish a Long Rest.

LEVEL 3: DEFLECT ATTACKS

When an attack roll hits you and its damage includes Bludgeoning, Piercing, or Slashing damage, you can take a Reaction to reduce the attack's total damage against you. This reduction equals 1d10 plus your Dexterity modifier and Monk level.

If you reduce the damage to 0, you can expend 1 Focus Point to redirect some of the attack's force. If you do so, choose a creature you can see within 5 feet of yourself if the attack was a melee attack or a creature you can see within 60 feet of yourself that isn't behind Total Cover if the attack was a ranged attack. That creature must succeed on a Dexterity saving throw or take damage equal to two rolls of your Martial Arts die plus your Dexterity modifier. The damage is the same type dealt by the attack.

LEVEL 3: OPEN HAND TECHNIQUE

Whenever you hit a creature with an attack granted by your Flurry of Blows, you can impose one of the following effects on that target.

Addle. The target can't make Opportunity Attacks until the start of its next turn.

Push. The target must succeed on a Strength saving throw or be pushed up to 15 feet away from you.

Topple. The target must succeed on a Dexterity saving throw or have the Prone condition.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

LEVEL 4: SLOW FALL

You can take a Reaction when you fall to reduce any damage you take from the fall by an amount equal to five times your Monk level.

EQUIPMENT

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.