

2 Animal Handling (...

Athletics (Str)

2 Deception (Cha)

Insight (Wis)

2 Intimidation (Cha) O -1 Investigation (Int)

2 Medicine (Wis)

2 Perception (Wis)

O 2 Persuasion (Cha)

2 Performance (Cha)

O -1 Nature (Int)

-1 Arcana (Int)

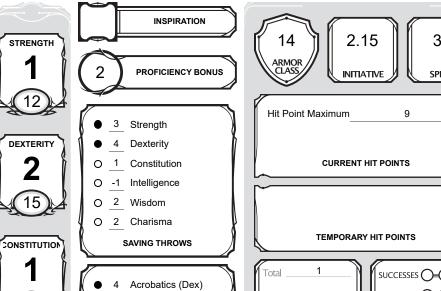
O -1 History (Int)

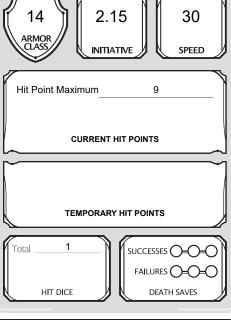
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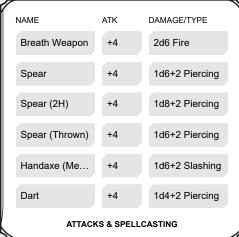
NTELLIGENCE

WISDOM

Monk 1	Acrobat	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Dragonborn	Chaotic Good	
RACE	ALIGNMENT	EXPERIENCE POINTS







grave consequences.		
PERSONALITY TRAITS		
Independence. At the end of the day, only I am in control of my fate. (chaotic)		
IDEALS		
If something frightens me, I will face it and persevere.		
BONDS		
My numbness to fear allows me to unquestioningly put others in danger.		
, FLAWS		

I have to stay in peak physical condition.

Allowing my discipline to large could have

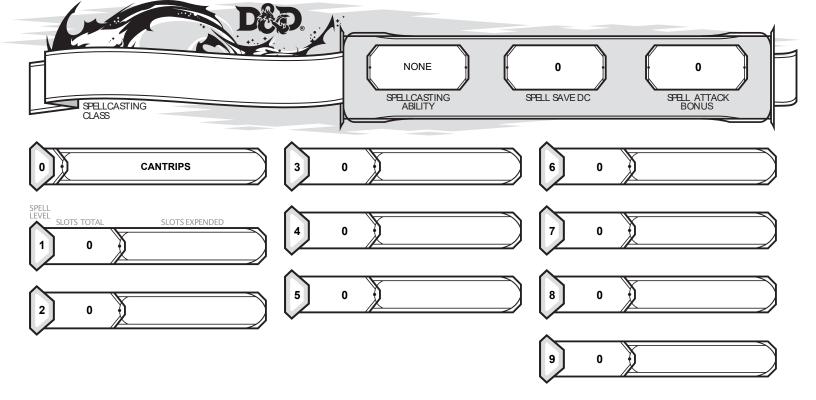


		SKILLS
4	0 2	Survival (Wis)
	• <u>4</u>	Stealth (Dex)
2	0 2	Sleight of Hand (D.
RISMA	O <u>-1</u>	Religion (Int)

12	PASSIVE WISDOM (PERCEPTION)
TOOL: Cobbler's Tools	
LANGUAGE: Common, Draconic, Elvish,	
Halfling	
ОТНЕ	ER PROFICIENCIES & LANGUAGES

N	12	8		9	
	CP	SP	EP	GP	PP
	1 50' H 1 Spea 1 Hand 12 Dar 1 Large	daxe t e Dragon S eler's Clothe			

NAME ATK DAMAGE/TYPE	CP SP EP GP PP	Total:
ATTACKS & SPELLCASTING	1 Backpack 1 Bedroll (BP) 1 Mess Kit (BP) 10 Rations 1 50' Hemp Rope (BP) 1 Waterskin (BP) 1 Tinderbox (BP) 1 Hooded Lantern (Cont. Flame)	Total: Total:
	10 Torch (BP)	
	EQUIPMENT	



# **FEATURES & TRAITS**

# **Unarmored Defense**

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

### **Martial Arts**

You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table. 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. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

# **Breath Weapon**

You can use your action to exhale destructive energy. It deals 30foot long by 5 foot wide line of fire. When you use your breath weapon, all creatures in the area must make a saving throw, the type of which is determined by your ancestry. The DC of this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increase to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level. After using your breath weapon, you cannot use it again until you complete a short or long rest.

#### **Fearless**

As an acrobat, danger is part of the job. You often face towering heights, death-defying stunts, and risks where one small move could mean your death. Any fears you may have had in the past have been numbed to a point that allows you to concentrate through even the deadliest of stunts. You gain advantage on any saving throws against being frightened.

# Resistance to Fire

You have resistance to the damage type associated with your ancestry.

# **SPELLS**