

Lyric (It/Its)

CHARACTER NAME

Monk 4

CLASS & LEVEL

Faction Agent

BACKGROUND

PLAYER NAME

Warforged
RACE

True Chaotic
ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERY

3

16

CONSTITUTION

1

12

INTELLIGENCE

-1

8

WISDOM

3

16

CHARISMA

2

14

INSPIRATION

2

PROFICIENCY BONUS

- 2 Strength
- 5 Dexterity
- 1 Constitution
- -1 Intelligence
- 3 Wisdom
- 2 Charisma

SAVING THROWS

- 5 Acrobatics (Dex)
- 3 Animal Handling (Wis)
- -1 Arcana (Int)
- 0 Athletics (Str)
- 2 Deception (Cha)
- -1 History (Int)
- 5 Insight (Wis)
- 2 Intimidation (Cha)
- 1 Investigation (Int)
- 3 Medicine (Wis)
- -1 Nature (Int)
- 3 Perception (Wis)
- 2 Performance (Cha)
- 2 Persuasion (Cha)
- 1 Religion (Int)
- 5 Sleight of Hand (Dex)
- 3 Stealth (Dex)
- 5 Survival (Wis)

SKILLS

16

ARMOR
CLASS

3

INITIATIVE

40

SPEED

Hit Point Maximum 36

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

NAME

ATK

DAMAGE/TYPE

Light Hammer

+5

1d4+3 Bludgeo...

Light Hammer ...

+5

1d4+3

Dart

+5

1d4+3 Piercing

Monk Unarmed...

+5

1d4+3 Bludgeo...

=====

Arms of the As...

DC13

2d4 Force

Inflict Wounds

+8

3d10 Necrotic...

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

TOOL: Forgery Kit, Lyre

LANGUAGE: Binary/Tap Code (Advantage), Celestial
(Spoken & Written), Dwarvish (Spoken Only),
Common (Spoken Only), Draconic (Spoken Only)

WEAPON: Shortsword, Simple weapons, Unarmed
Strike

OTHER PROFICIENCIES & LANGUAGES

CP

1

SP

EP

35

GP

PP

1 Light Hammer

10 Dart

1 Explorer's Pack

1 Lyre

1 Common clothes

1 Cloak of Many Fashions

1 Order of The Gauntlet Badge

EQUIPMENT

I see omens in every event and action. The gods try to speak to us, we just need to listen I quote (or misquote) sacred texts and proverbs in almost every situation. (You're making things up again, Arnold)

PERSONALITY TRAITS

Power. I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)

IDEALS

I will do anything to protect the temple where I served.

BONDS

My piety sometimes leads me to blindly trust those that profess faith in my god. Illiterate in Common. Dwarvish, Draconic

FLAWS

Safe Haven

Constructed Resilience

Sentry's Rest

Integrated Protection

Unarmored Defense

Martial Arts

Unarmored Movement

Slow Fall

Deflect Missiles

Flurry of Blows

Patient Defense

Step of the Wind (1Ki)

Ki-Fueled Attack


Arms of the Astral Self

Shadow Touched

FEATURES & TRAITS

[illegible]

Total: 4 4 KI	Total: _____
Total: _____	Total: _____
Total: _____	Total: _____



SPELLCASTING CLASS

WISDOM

SPELLCASTING ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK BONUS

0

CANTRIPS

3

0

6

0

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

○ Inflict Wounds

4

0

7

0

5

0

8

0

2

0

○ Invisibility

9

0

FEATURES & TRAITS

Safe Haven

As a faction agent, you have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

Constructed Resilience

You have advantage on saving throws against being poisoned, and you have resistance to poison damage. You don't need to eat, drink, or breathe. You are immune to disease. You don't need to sleep, and magic can't put you to sleep.

Sentry's Rest

When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection

You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way. While you live, your armor can't be removed from your body against your will.

Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy 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: 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. Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon.

Unarmored Movement

Starting at 2nd Level, your speed increases by 10 feet while you are not wearing armor or wielding a Shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

Slow Fall

Beginning at 4th Level, you can use your Reaction when you fall to reduce any Falling damage you take by an amount equal to five times your monk level.

Deflect Missiles

Starting at 3rd Level, you can use your Reaction to deflect or catch the missile when you are hit by a ranged weapon Attack. When you do so, the damage you take from the Attack is reduced by 1d 10 + your Dexterity modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged Attack (range 20 feet/60 feet) with the weapon or piece of Ammunition you just caught, as part of the same Reaction. You make this Attack with Proficiency, regardless of your weapon Proficiencies, and the missile counts as a monk weapon for the Attack.

Flurry of Blows

Immediately after you take the Attack Action on Your Turn, you can spend 1 ki point to make two Unarmed strikes as a bonus Action.

Patient Defense

You can spend 1 ki point to take the Dodge Action as a bonus Action on Your Turn.

Step of the Wind (1Ki)

You can spend 1 ki point to take the Disengage or Dash Action as a bonus Action on Your Turn, and your jump distance is doubled for the turn.

Ki-Fueled Attack

If you spend 1 ki point or more as part of your action on your turn, you can make one attack with an unarmed strike or a monk weapon before the end of the turn.

Arms of the Astral Self

You can spend 1 ki point to summon the arms of your astral self. When you do so, each creature of your choice that you can see within 10 feet of you must succeed on a Dexterity save or take 2d4 force damage. For 10 minutes, these spectral arms hover near your shoulders or surround your arms. You determine the arms' appearance, and they vanish early if you are incapacitated or die. While the spectral arms are present, you gain the following benefits: You can use your Wisdom modifier in place of your Strength modifier when making Strength checks and Strength saving throws. You can use the spectral arms to make unarmed strikes. When you make an unarmed strike with the arms on your turn, your reach for it is 5 feet greater than normal. The unarmed strikes you make with the arms can use your Wisdom modifier in place of your Strength or Dexterity modifier for the attack and damage rolls, and their damage type is force.

Shadow Touched

Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20. You learn the Invisibility spell and one 1st-level spell of your choice. The 1st-level spell must be from the Illusion or Necromancy school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

SPELLS

Inflict Wounds

Necromancy 1

Casting Time: 1 action

Range: Touch

Target: A creature you can reach

Components: V S

Duration: Instantaneous

Description:

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Invisibility

Illusion 2

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.



Lyric (It/Its)

CHARACTER NAME

20

AGE

Red

EYES

6'4"

HEIGHT

Aluminum

SKIN

170lb

WEIGHT

HAIR



Lyric
(It/Its)

CHARACTER APPEARANCE

Wannabe paladin of Tamron
Guild Member of The Order of the
Gauntlet

NAME

SYMBOL

Raven's Contact:

ALLIES & ORGANIZATIONS

In the ancient city of Tamron, Lyric's tale began. Crafted as a Warforged with gears, springs, and ancient magic, Lyric lay dormant for hundreds of years, overlooked amidst the passage of time. Until a wandering priest discovered the forgotten relic, reawakening it with prayers and rituals, causing Lyric's eyes to flicker to life with a fierce red hue.

Lyric's initial aspiration was to rise within the religious hierarchy, aiming to become a powerful paladin within the Temple of Tamron. However, its path was marred by its inability to grasp the ways of the monk, a requirement before pursuing the paladin's role. Clumsy and inept in its attempts at martial discipline, Lyric remained trapped as an initiate, forever striving but never progressing.

Lyric struggled with the serene composure required of a monk. Its metallic form disrupted the expected grace, and its attempts at meditation resembled a clunky mechanical dance. Despite its efforts, Lyric's monk training appeared more like an unintentional comedic act. Nonetheless, the temple's monks admired its unwavering commitment, even if with smiles.

Over time, Lyric's quirks multiplied. It developed an uncanny affinity for divination, reading signs in everyday occurrences. While it might seem like creative fabrication, these messages were inscribed in true celestial script hidden in Lyric's seemingly random

CHARACTER BACKSTORY

Tamron - Military (Monarchy)
Port Magnificent - Wizards
Sailors/Libertarians - Coast

ADDITIONAL FEATURES & TRAITS

TREASURE