

Kaelen Vire

CA 18

41 HP

Razza: Elf | Classe: Monk 4 | Campagna: Dark Age of Camelot | Edizione: D&D 2014

Iniziativa +4

Velocità 30 ft

FORZA

-1

8

DESTREZZA

+4

18

COSTITUZIONE

+3

16

INTELLIGENZA

+2

14

SAGGEZZA

+4

18

CARISMA

+0

10

TIRI SALVEZZA

<input checked="" type="radio"/> Forza	+1
<input checked="" type="radio"/> Destrezza	+6
<input type="radio"/> Costituzione	+3
<input type="radio"/> Intelligenza	+2
<input type="radio"/> Saggezza	+4
<input type="radio"/> Carisma	+0

ARMI & ATTACCHI

Nessuna arma equipaggiata.

EQUIPAGGIAMENTO & INVENTARIO

Rame (cp): 0 | Argento (sp): 0 | Oro (gp): 0 | Platino (pp): 0

Inventario vuoto o nessun oggetto visibile.

ABILITÀ & COMPETENZA (+2)

<input checked="" type="radio"/> Acrobazia (Des)	+6
<input type="radio"/> Addestrare Animali (Sag)	+4
<input type="radio"/> Arcano (Int)	+2
<input checked="" type="radio"/> Atletica (For)	+1
<input type="radio"/> Inganno (Car)	+0
<input type="radio"/> Storia (Int)	+2
<input type="radio"/> Intuizione (Sag)	+4
<input type="radio"/> Intimidire (Car)	+0
<input type="radio"/> Indagine (Int)	+2
<input type="radio"/> Medicina (Sag)	+4
<input type="radio"/> Natura (Int)	+2
<input type="radio"/> Percezione (Sag)	+4
<input type="radio"/> Intrattenimento (Car)	+0
<input type="radio"/> Persuasione (Car)	+0
<input type="radio"/> Religione (Int)	+2
<input type="radio"/> Rapidità di Mano (Des)	+4
<input checked="" type="radio"/> Furtività (Des)	+6
<input checked="" type="radio"/> Sopravvivenza (Sag)	+6

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Monk

- Level: 4
- Ki Points: 4
- Martial Arts Die: d4
- Unarmored Defense: $10 + DES(4) + SAG(4) = 18 CA$
- Unarmored Movement: +10 ft
- Psionic Dice:
- Soul Knife:

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Elf

Background: Ruined

Talenti Acquisiti:

- Tenace

Lingue conosciute: Any 1 Languages

RISORSE / RESOURCES

Generale

Ispirazione

Monaco

Ki

r. breve

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TRATTI RAZZIALI — TESTO COMPLETO

Age

Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Size

Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Darkvision

Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses

You have proficiency in the Perception skill.

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.

Languages

You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Necrotic Resistance (Sottorazza)

You have resistance to necrotic damage.

Blessing of the Raven Queen (Sottorazza)

As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest.

Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.

PRIVILEGI DI MONK (LV 4) — TESTO COMPLETO

Arti Marziali (Lv 1)

Your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are short swords 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).

Difesa Senz'Armatura (Lv 1)

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.

Dedicated Weapon (Lv 2)

optional feature}

You train yourself to use a variety of weapons as monk weapons, not just simple melee weapons and shortwords. Whenever you finish a short or long rest, you can touch one weapon, focus your ki on it, and then count that weapon as a monk weapon until you use this feature again.

The chosen weapon must meet these criteria:

- The weapon must be a simple or martial weapon.
- You must be proficient with it.
- It must lack the heavy and special properties.

Flurry of Blows (Lv 2)

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.

Ki (Lv 2)

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki.

Patient Defense (Lv 2)

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind (Lv 2)

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.

Movimento Senz'Armatura (Lv 2)

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.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Defletti Proiettili (Lv 3)

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 1d10 + 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 20/60 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.

Ki-Fueled Attack (Lv 3)

optional feature}

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 as a bonus action before the end of the turn.

Tradizione Monastica (Lv 3)

When you reach 3rd level, you commit yourself to a monastic tradition, chosen from the list of available traditions. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Quickened Healing (Lv 4)

optional feature}

As an action, you can spend 2 ki points and roll a Martial Arts die. You regain a number of hit points equal to the number rolled plus your proficiency bonus.

Caduta Lenta (Lv 4)

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.

Sottoclasse: Way of Shadow

Way of Shadow (Lv 3)

Monks of the Way of Shadow follow a tradition that values stealth and subterfuge. These monks might be called ninjas or shadow dancers, and they serve as spies and assassins. Sometimes the members of a ninja monastery are family members, forming a clan sworn to secrecy about their arts and missions. Other monasteries are more like thieves' guilds, hiring out their services to nobles, rich merchants, or anyone else who can pay their fees. Regardless of their methods, the heads of these monasteries expect the unquestioning obedience of their students.

Shadow Arts (Lv 3)

You can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast darkness, darkvision, pass without trace, or silence, without providing material components. Additionally, you gain the minor illusion cantrip if you don't already know it.

TALENTI — TESTO COMPLETO**Tough** (PHB 2014)

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.
