

SIMON DRUCKER

CHARACTER NAME

Rogue (thief) 3 / Monk (way of the open hand) 5	Printing press Owner	Scott David Gray
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Lawful Neutral	34000
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

7

DEXTERITY

18

.2

CONSTITUTION

13

+1

INTELLIGENCE

10

0

WISDOM

14

+2

CHARISMA

13

+1

PROFICIENCY BONUS

- 2 Strength
- +7 Dexterity
- +1 Constitution
- +3 Intelligence
- +3 Wisdom
- +1 Charisma

SAVING THROWS

- +10 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- 0 Arcana (Int)
- 2 Athletics (Str)
- +4 Deception (Cha)
- +3 History (Int)
- +5 Insight (Wis)
- +1 Intimidation (Cha)
- 0 Investigation (Int)
- +2 Medicine (Wis)
- 0 Nature (Int)
- +2 Perception (Wis)
- +1 Performance (Cha)
- +4 Persuasion (Cha)
- 0 Religion (Int)
- +4 Sleight of Hand (Dex)
- +10 Stealth (Dex)
- +2 Survival (Wis)

SKILLS

16
ARMOR CLASS

+4
INITIATIVE

40
SPEED

47
MAX HP

TEMP HP

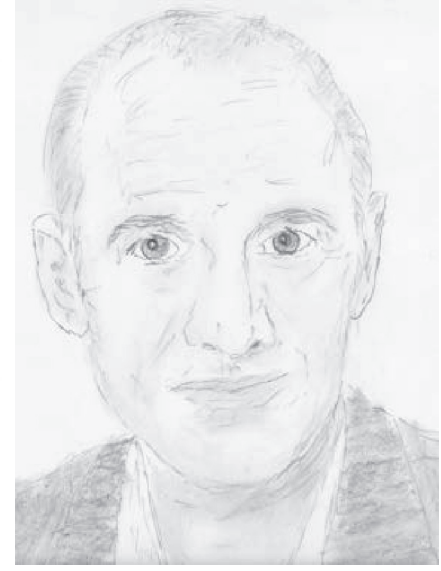
DAMAGE

Total 47
8d8+8
HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES



CHARACTER APPEARANCE

NAME	ATK BONUS	DAMAGE/TYPE
Dagger F	+7	1d6+4 P
Dagger F	+7	1d6 P
Unarmed	+7	1d6+4 B

Extra Attack: You can attack twice, instead of once, whenever you take the Attack action on your turn.

Sneak Attack +2d6: Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Martial Arts: 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.

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.

Open Hand Technique (DC 13): Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

ATTACKS & SPELLCASTING

Stunning Strike: You can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Cunning Action: You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Fast Hands: You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Step of the Wind: 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.

Second Story Work +4: Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Slow Fall (-25 Damage): Reduce any falling damage you take by an amount equal to five times your monk level.

Deflect Missile (1d10+9): 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 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, which has a normal range of 20 feet and a long range of 60 feet.

Patient Defense: 1 ki: take the Dodge action as a bonus action on your turn.

FEATURES & TRAITS

12

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Forgery kit; Thieves' tools; Tinker's tools

Weapon Proficiencies: Simple weapons; Crossbow, hand; Longsword; Rapier; Shortsword

Armor Proficiencies: Light armor

Languages: Celestial, Common

OTHER PROFICIENCIES & LANGUAGES

CF	Clothes, fine
CF	Backpack:
CF	Antitoxin
CF	Potion of healing x6
CF	Rations x10
CF	Forgery Kit
CF	Hammer
CF	Mess kit
CF	Mirror, steel
CF	Thieves' tools
CF	Tinderbox
CF	Tinker's Tools
CF	Bedroll
CF	Dagger
CF	Dagger
CF	Shortbow
CF	Arrows x20
CF	Acid x4
CF	Alchemist's fire x3
CF	Rope, hempen (50 feet)
CF	Grappling hook
CF	Ball bearings (bag of 1,000)
CF	Callotrops (bag of 20)
CF	Torch x10
CF	Waterskin

EQUIPMENT



SIMON DRUCKER

CHARACTER NAME

54

AGE

Blue

EYES

5'8"

HEIGHT

Fair

SKIN

195

WEIGHT

Gray

HAIR

I enjoy discussing ideas.

I am tolerant of others' values and ideas; but not necessarily of their actions.

PERSONALITY TRAITS

Freedom of the Press.

IDEALS

A printing press is an expensive piece of equipment that has to be protected along with the workshop.

BONDS

Some have been offended at what we publish and treat me as an enemy; I make no apologies.

FLAWS

I come from one of the prime planes where there wasn't much magic, and where there may never have been any.

I was young man when I started work for a small town newspaper. I did proofing, some layout, a little advertising copy, and an occasional article about a local dog show. It sat well with my hobby -- mechanical work restoring old-style presses.

I got married to Ruti when I was 32 -- she wanted to advertise her small catering business, and got stuck with me. Three years later, our son Simon was born. By that point, I was the editor for the paper. Our second, a girl named Golda, had just been born. Ruti was seven years old, and this was about twelve years back. I was showing the new kid, Kim, how to collate the issues -- and despairing that I had hired someone who would actually need instruction in something so basic. Then I heard a strange mechanical noise in the workshop where the press was.

I couldn't understand what I saw. It was an eye, set in a round mechanical thing with spindly metal-and-gear arms and legs, which I now recognize as a gearhead. It simply bounded off expressing concern to itself 'Oh dear! Oh dear! I shall be late!' and looking at a pocket-watch attached to it by a chain. Very curious, and presuming that there would be some story here more interesting than the latest bake-sale, I followed to see it disappear into a hole in the ground. In another moment I went down after it, never once considering how in the world I was to get out again.

I never did catch up to it, and I never did get out again. I found myself in Sigil. A berk alone and friendless, and very confused. Many times in the first couple years I was here, I thought I saw the modron -- but they all look alike to me.

As they do, the factions tried to recruit me. I got along OK with the lost, takers, gunners, and signers. But joining one would be turning my back on my own world. Eventually, I wanted to make something of my old life here. I scraped some capital from a Fated dwarf named Hagen who, thankfully, was no jinkster. With his capital I started Drucker Press; in addition to greeting cards and flyers, we print the Drucker -- a monthly paper, and much better than S.I.G.I.S. Members of more different factions than you'd expect drop information on deep background, or anonymously purchase advertising space.

CHARACTER BACKSTORY

ALLIES & ORGANIZATIONS

Home plane: Prime +1 to one save of choice (Wisdom)

Faction: Outsider

Benefits: Outsiders gain immunity to all planar based magic such as summoning, banishing or protection spells.

Restrictions: Outsiders take disadvantage in all interactions with Planars.

Levels / Hit points:

1: Rogue 1 8+1

2: Monk 1 2+1

3: Rogue 2 3+1

4: Monk 2 3+1

5: Rogue 3 5+1

6: Monk 3 5+1

7: Monk 4 5+1

8: Monk 5 8+1

NOTES

Printing press Owner: As an established and respected printer, you can rely on certain benefits. You can easily disseminate information or ideas. You have business relationships through the area. You must pay 5 gp per month to cover expenses of the press. If you miss payments, the press may break down or the workshop may be barred by your lender or landlord.

Thieves' Cant: During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

ADDITIONAL FEATURES & TRAITS

Helm of Comprehending Languages (Uncommon): While wearing this helm, you can use an action to cast the comprehend languages spell from it at will.

Winged Boots (Uncommon, 240 charges): While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

TREASURE