

# Test character

Character Name  
**Monk 1**  
 CLASS  
**Normal**  
 Vision

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	16		+3		
<b>DEX</b> Dexterity	19		+4		
<b>CON</b> Constitution	13		+1		
<b>INT</b> Intelligence	10		+0		
<b>WIS</b> Wisdom	16		+3		
<b>CHA</b> Charisma	11		+0		

PROFICIENT	SAVING THROWS	TOTAL	PROFICIENCY	ABILITY	MAGIC	MISC	TEMP
<input checked="" type="checkbox"/>	<b>strength</b>	+5	= +2	+3	+0	+0	
<input checked="" type="checkbox"/>	<b>dexterity</b>	+6	= +2	+4	+0	+0	
<input type="checkbox"/>	<b>constitution</b>	+1	= +0	+1	+0	+0	
<input type="checkbox"/>	<b>intelligence</b>	+0	= +0	+0	+0	+0	
<input type="checkbox"/>	<b>wisdom</b>	+3	= +0	+3	+0	+0	
<input type="checkbox"/>	<b>charisma</b>	+0	= +0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+3	1d4+1	20/x2	5 ft.

Dart		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x0	5 ft.
	20 ft.					
	80 ft.					
<b>TH</b>	+6					+6 (Disadvantage)
<b>Dam</b>	1d4+4					1d4+4

Shortsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x0	5 ft.
	TOTAL ATTACK BONUS				DAMAGE	
	+6				1d6+4	

\*: weapon is equipped

# Test

Player Name  
**Human (Damaran) / Humanoid**  
 RACE  
**1 (1)**      **0 / 300**  
 Character Level (CR)      EXP/NEXT LEVEL

Deity  
**Medium / 5 ft.**  
 SIZE / FACE  
**0**  
 AGE  
 None  
 Region  
**6' 0" / 190 lbs.**  
 HEIGHT / WEIGHT  
**Male**  
 GENDER  
 None  
 Alignment  
**Hair**  
 EYES  
**SPEED**  
**Walk 30 ft.**

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>9</b>					Walk 30 ft.

  

AC	armor class	TOTAL	BASE	ARMOR BONUS	SHIELD BONUS	STAT	NATURAL ARMOR	MISC
<b>17</b>		10	0	0	7	0	0	

  

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
<b>+4</b>		+4	+0	

Encumbrance	Light
	+2

SKILL NAME	KEY ABILITY	SKILLS			
		SKILL MODIFIER	ABILITY MODIFIER	PROF MODIFIER	MISC MODIFIER
<input checked="" type="checkbox"/> Acrobatics	DEX	6	= 4	+ 2	+
Animal Handling	WIS	3	= 3		+
Arcana	INT	0	= 0		+
<input checked="" type="checkbox"/> Athletics	STR	5	= 3	+ 2	+
Deception	CHA	0	= 0		+
History	INT	0	= 0		+
<input checked="" type="checkbox"/> Insight	WIS	5	= 3	+ 2	+
Intimidation	CHA	0	= 0		+
Investigation	INT	0	= 0		+
Medicine	WIS	3	= 3		+
Nature	INT	0	= 0		+
Perception	WIS	3	= 3		+
Performance	CHA	0	= 0		+
Persuasion	CHA	0	= 0		+
<input checked="" type="checkbox"/> Religion	INT	2	= 0	+ 2	+
Sleight of Hand	DEX	4	= 4		+
Stealth	DEX	4	= 4		+
Survival	WIS	3	= 3		+

✓: Proficient Skill.

Conditional Skill Modifiers:	
Passive Perception is 13	
+2 Brewer's Supplies	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Backpack	Carried	1	5 / 2	
Bedroll	Carried	1	7 / 1	
Belt Pouch	Carried	1	1 / 0.5	
Clothes, Common	Carried	1	3 / 0.5	
Dart	Carried	10	0.2 (2.5) / 0.1 (0.5)	
<small>LongRange: 60, RangeLongMult: 3, ShortRange: 20</small>				
Mess kit	Carried	1	1 / 0.2	
Prayer Book	Carried	1	0 / 0	
Rations (1 day)	Carried	10	2 (20) / 0.5 (5)	
Rope, hempen (50 feet)	Carried	1	10 / 1	
Shortsword	Carried	1	2 / 10	
Stick of Incense	Carried	5	0 (0) / 0 (0)	
Tinderbox	Carried	1	1 / 0.5	
Torch	Carried	10	1 (10) / 0 (0.1)	
Vestments	Carried	1	0 / 0	
Waterskin	Carried	1	5 / 0.2	
TOTAL WEIGHT CARRIED/VALUE		67.8 lbs.	21.5gp	

WEIGHT ALLOWANCE			
Light	240	Medium	240
Lift over head	240	Lift off ground	480
		Heavy	240
		Push / Drag	480

MONEY	
Coin (Gold): 15[Carried]	Total= 15 gp [Unspent Funds = 18 gp]

### MAGIC

**Languages**  
Common, Draconic, Primordial, Sylvan

**Other Companions**

**Personality Traits**  
I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.  
I quote (or misquote) sacred texts and proverbs in almost every situation.

**Bonds**  
I owe my life to the priest who took me in when my parents died.

**Ideals**  
Faith. I trust that my deity will guide my actions, I have faith that if I work hard, things will go well. (Lawful)

**Flaws**  
I am inflexible in my thinking.

**Race Traits**

**Ability Score Increase** [Wizards of the Coast - Player's Handbook, p.]  
Your ability scores each increase by 1.

**Languages** [Wizards of the Coast - Player's Handbook, p.]  
You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

**Class Features**

**Feature: Shelter of the Faithful** [Wizards of the Coast - Player's Handbook]  
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

**Unarmored Defense** [Wizards of the Coast - Player's Handbook, p.78]  
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** [Wizards of the Coast - Player's Handbook, p.78]

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. \* 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 in chapter 5.

**Proficiencies**  
Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike, Unarmed Strike (Monk)

# Test character

Human (Damaran)

RACE

0

AGE

Male

GENDER

VISION

None

ALIGNMENT

Right

DOMINANT HAND

Humanoid

Race Type

Race Sub Type

DEITY

6' 0"

HEIGHT

190 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

None

REGION

**Description:**

**Biography:**