



DUNGEONS &amp; DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, &amp; CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH	PROFICIENCY BONUS
DEXTERITY	Strength ○ Dexterity ○ Constitution ○ Intelligence ○ Wisdom ○ Charisma <small>CONDITIONAL</small>
CONSTITUTION	SAVING THROWS
INTELLIGENCE	Acrobatics (Dex) Animal Handling (Wis) Arcana (Int) Athletics (Str) Deception (Cha) History (Int) Insight (Wis) Intimidation (Cha) Investigation (Int) Medicine (Wis) Nature (Int) Perception (Wis) Performance (Cha) Persuasion (Cha) Religion (Int) Sleight of Hand (Dex) Stealth (Dex) Survival (Wis)
WISDOM	SKILLS
CHARISMA	PASSIVE PERCEPTION
INITIATIVE	ADVENTAGE

ARMOR	STEALTH DISADVANTAGE	
SHIELD	AC	
ARMOR CLASS		
MAXIMUM	HIT DICE	TEMPORARY
CURRENT HIT POINTS		
DEATH SAVING THROWS		

SPEED	FLY	CLIMB	SWIM
VISION	INSPIRATION	EXHAUSTION	
SPEED, SENSES, & CONDITIONS			

RACIAL TRAITS			
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NAME	RANGE	ATTACK	DAMAGE / TYPE

ATTACKS & SPELLCASTING

**Lucky (3/Long Rest).** Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

**Unarmored Defense.** While you are wearing no armor and not wielding a shield, your AC equals 16.

**Martial Arts.** Your unarmed strike does 1d6+4 damage. You can use Strength or Dexterity for these attacks. 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.

**Ki.** You have 6 Ki Points and your Ki DC is 13

**Flurry of Blows (Bonus Action—Ki).** Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes.

**Patient Defense (Bonus Action—Ki).** You can spend 1 ki point to take the Dodge action on your turn.

**Step of the Wind (Bonus Action—Ki).** You can spend 1 ki point to take the Disengage or Dash action on your turn, and your jump distance is doubled for the turn.

**Unarmored Movement.** Your speed increases by 15 feet while you are not wearing armor or wielding a shield.

**Deflect Missiles (Reaction).** You can 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+10. 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.

**Slow Fall (Reaction).** Reduce any falling damage you take by 30.

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

**Stunning Strike (Ki).** 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.

**Ki-Empowered Strikes.** Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Drunken Technique (Flurry of Blows).** You gain the benefit of Disengage, and your speed increases by 10ft until the end of the current turn.

**Leap To Your Feet.** Standing up only costs 5ft of movement.

**Redirect Attack (Reaction—Ki).** When a creature misses you with a melee attack, you can spend 1 ki to cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 feet of you.

FEATURES &amp; TRAITS

#### Armor Proficiencies. —

**Weapon Proficiencies.** Simple Weapons, Shortsword

**Tool Proficiencies.** Playing card set, Painter's supplies, Brewer's supplies

**Languages.** Common, Elvish, Gnomish

PROFICIENCIES &amp; LANGUAGES



CHARACTER NAME	GENDER	AGE	HEIGHT	WEIGHT
	EYES	SKIN		HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME  
SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

BACKGROUND STORY

Odds and probability are your bread and butter. During downtime activities that involve games of chance or figuring odds on the best plan, you can get a solid sense of which choice is likely the best one and which opportunities seem too good to be true, at the DM's determination.

BACKGROUND FEATURE

TRINKET

ADDITIONAL FEATURES

## ADVENTURING GEAR

# lb.

## MAGIC ITEMS

# lb.

ATTUNED MAGIC ITEMS

/

## VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

# lb.

COPPER      SILVER      ELECTRUM      GOLD      PLATINUM

## ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

/

## INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

## ADDITIONAL TREASURE

## STORED ITEM

# lb.

## STORED ITEM

# lb.

## STORED ITEMS

## INVENTORY — ITEM DESCRIPTIONS &amp; NOTES

## QUEST ITEMS &amp; TRINKETS