

# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength  
☐ Dexterity  
☐ Constitution  
☐ Intelligence  
☐ Wisdom  
☐ Charisma

CONDITIONAL

SAVING THROWS

- ☐ 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)

SKILLS

PASSIVE PERCEPTION

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR

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

INITIATIVE

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 & TRAITS

**Armor Proficiencies.** —

**Weapon Proficiencies.** Simple Weapons, Shortsword

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

**Languages.** Common, Elvish, Gnomish

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

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

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

**QUEST ITEMS & TRINKETS**