D&D BEYOND

Aegrandir Highwood	Monk 13 [Way of the Open Hand]
CHARACTER NAME	CLASS & LEVEL
	PLAYER NAME
Valenar High Elf	Faction Agent
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	+0 (10)
DEXTERITY	+5 (20)
CONSTITUTION	+4 (19)
INTELLIGENCE	-1 (9)
WISDOM	+2 (15)
CHARISMA	-1 (8)

⊙	+5	Strength
⊙	+10	Dexterity
○	+4	Constitution
○	-1	Intelligence
○	+2	Wisdom
○	-1	Charisma

Saving Throw Modifiers

Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

Ⓟ	+10	Acrobatics	DEX
○	+2	Animal Handling	WIS
○	-1	Arcana	INT
○	+0	Athletics	STR
○	-1	Deception	CHA
○	-1	History	INT
Ⓟ	+7	Insight	WIS
○	-1	Intimidation	CHA
○	-1	Investigation	INT
○	+2	Medicine	WIS
○	-1	Nature	INT
Ⓟ	+7	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
Ⓟ	+4	Religion	INT
○	+5	Sleight of Hand	DEX
Ⓟ	+10	Stealth	DEX
○	+2	Survival	WIS
○			
○			
○			

SKILLS

+5 INITIATIVE

ARMOR 19 CLASS

Immunities - Poison, Disease

DEFENSES

INSPIRATION

+5 PROFICIENCY BONUS

ABILITY SAVE DC

50 ft. (Walking), 50 ft. (Flying)

SPEED

Max HP	Current HP	Temp HP
120		--

HIT POINTS

Total 13d8

HIT DICE

SUCCESSES ○=○=○

FAILURES ○=○=○

DEATH SAVES

=== WEAPONS ===
Double-Bladed Scimitar, Longbow, Scimitar, Shortsword, Simple Weapons

=== TOOLS ===
Flute

=== LANGUAGES ===
Common, Draconic, Dwarvish, Elvish, Sylvan

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Wholeness of Body • 1 / Long Rest
Once per long rest as an action, you can regain 39 HP.

=== BONUS ACTIONS ===
Flurry of Blows
After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

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

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.

Unarmed Strike
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.

=== REACTIONS ===

ACTIONS

17	PASSIVE WISDOM (PERCEPTION)
17	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger, +1	+11	1d8+6 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Longbow, +1	+11	1d8+6 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Quarterstaff, +1	+11	1d8+6 Bludgeoning	Simple, Versatile
Spear, +1	+11	1d8+6 Piercing	Simple, Thrown, Versatile, Range (20/60)
Unarmed Strike	+11	1d8+6 Bludgeoning	
Unarmed Strike	+11	1d8+6 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

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CHARACTER NAME	CLASS & LEVEL
	PLAYER NAME
Valenar High Elf	Faction Agent
RACE	BACKGROUND
	EXPERIENCE POINTS

=== MONK FEATURES ===

* Hit Points • PHB 77

* Proficiencies • PHB 77

* Unarmored Defense • PHB 78
While not wearing armor and not using a shield, your AC equals 10 + DEX modifier + WIS modifier.

* Martial Arts • PHB 78
While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use DEX instead of STR for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action.

| Unarmed Strike: 1 Bonus Action

* Dedicated Weapon • TCoE 48
Whenever you finish a short or long rest, you can touch one weapon, and then count that weapon as a monk weapon until you use this feature again. The weapon must be a simple or martial weapon that you are proficient with, and must lack the heavy and special properties.

* Ki • PHB 78
You can spend Ki Points to fuel ki features. You have 13 points per short rest and your Ki save DC is 15.

Flurry of Blows - After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

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

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.

| Ki Points: 13 / Short Rest • Special

| Flurry of Blows: 1 Bonus Action

| Patient Defense: 1 Bonus Action

| Step of the Wind: 1 Bonus Action

* Unarmored Movement • PHB 78
Your speed increases by 20 feet while you are not wearing armor or wielding a shield.

* Ki-Fueled Attack • TCoE 48
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.

| Special

* Monastic Tradition • PHB 78

| Way of the Open Hand

* Deflect Missiles • PHB 78
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 +18. If you reduce damage to 0 and have a free hand, you can spend 1 ki point to make a ranged attack (as with a monk weapon) with range 20/60.

| 1 Reaction

| Deflect Missiles Attack: 1 Reaction

* Open Hand Technique • PHB 79
Whenever you hit with one of your Flurry of Blows attacks, you can impose one of the following effects on that target: fall prone if it fails a DEX saving throw (DC 15), get pushed up to 15 ft. if it fails a STR saving throw (DC 15), or it can't take reaction until the end of your next turn.

| Special

* Quickened Healing • TCoE 49
As an action, you can spend 2 ki points to regain 1d8+5 hit points.

| 1 Action

* Ability Score Improvement • PHB 78

* Slow Fall • PHB 78
You can use your reaction when you fall to reduce any falling damage you take by 65.

| 1 Reaction

* Focused Aim • TCoE 49
When you miss with an attack roll, you can spend 1-3 ki points to increase your attack roll by 2 for each of these ki points you spend, potentially turning the miss into a hit.

| Special

* Extra Attack • PHB 79
You can attack twice, instead of once, whenever you take the Attack action on your turn.

* Stunning Strike • PHB 79
When you hit with a melee weapon attack, you can spend 1 ki point to make the target stunned until the end of your next turn if it fails a CON saving throw (DC 15).

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	9

WEIGHT CARRIED	73.28 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Quarterstaff, +1	1	4 lb.
Dagger, +1	1	1 lb.
Longbow, +1	1	2 lb.
Spear, +1	1	3 lb.
Flute	1	1 lb.
Torch	5	5 lb.
Tinderbox	1	1 lb.
Soap	1	--
Rations (1 day)	10	20 lb.
Pouch	1	1 lb.
Pouch	1	1 lb.
Waterskin	1	5 lb.
Bedroll	1	7 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.

NAME	QTY	WEIGHT
Mess Kit	1	1 lb.
Whetstone	1	1 lb.
Insignia of Claws	1	--
Arrows	60	3 lb.
Amulet of Health	1	--
Bracers of Defense	1	--
Heward's Handy Haversack	1	5 lb.
Quiver of Ehlonna	1	2 lb.
Winged Boots	1	--
Rope, Silk (50 feet)	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Amulet of Health	1	--
Bracers of Defense	1	--
Winged Boots	1	--

EQUIPMENT

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Aegrandir Highwood

CHARACTER NAME

Monk 13 [Way of the Open Hand]

CLASS & LEVEL

PLAYER NAME

Valenar High Elf

RACE

Faction Agent

BACKGROUND

EXPERIENCE POINTS

| Special

* Ki-Empowered Strikes • PHB 79
Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

* Wholeness of Body • PHB 79
Once per long rest as an action, you can regain 39 HP.

| 1 / Long Rest • 1 Action

* Evasion • PHB 79
When you are subjected to an effect that allows you to make a DEX saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

* Stillness of Mind • PHB 79
You can use an action to end one effect on yourself that is causing you to be charmed or frightened.

| 1 Action

* Unarmored Movement Improvement • PHB 78
You can move along vertical surfaces and across liquids on your turn without falling during the move.

* Purity of Body • PHB
You are immune to disease and poison.

* Tranquility • PHB 80
At the end of a long rest, you gain the effect of a sanctuary spell (DC 15) that lasts until the start of your next long rest (unless it ends as normal).

| Special

* Tongue of the Sun and Moon • PHB 79
You understand all spoken languages and any creature that can understand a language can understand what you say.

=== VALENAR HIGH ELF RACIAL TRAITS ===

* Darkvision • BR 23
You can see in darkness (shades of gray) up to 60 ft.

* Keen Senses • BR 23
You have proficiency in the Perception skill.

* Fey Ancestry • BR 23
You have advantage on saves against being charmed, and magic can’t put you to sleep.

* Trance • BR 23
You don't need to sleep, but meditate semiconsciously for 4 hours a day. 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.

* Valenar Elf • WGtE
You gain proficiency with the scimitar, double scimitar, longbow, and shortbow.

* Cantrip • WGtE
You know one cantrip of your choice from the wizard spell list. INT is your spellcasting ability for it.

* Extra Language • WGtE
You can speak, read, and write one extra language of your choice.

=== FEATS ===

* Crusher • TCoE 79
Once per turn, when you hit a creature with an attack that deals bludgeoning damage, you can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than you.
When you score a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the start of your next turn.

| Special

| Crusher: Critical: Special

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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D&D BEYOND

Aegrandir Highwood

CHARACTER NAME

Male	123	Medium	4' 9"	93
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Corellon	Fair	Green	Brown
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
Nothing can shake my optimistic

PERSONALITY TRAITS

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

IDEALS

I would die to recover an ancient relic of my faith that was lost long ago.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Toll the Dead	Cantrip	WIS 12	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S

SPELLS

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