D&D BEYOND

Nidiliel d'Phiarlan	Monk 12 [Way of Shadow]
CHARACTER NAME	CLASS & LEVEL
	PLAYER NAME
	Mark of Shadow Elf
	RACE
	Criminal / Spy
	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	+0 (10)
DEXTERITY	+5 (20)
CONSTITUTION	+4 (19)
INTELLIGENCE	+0 (10)
WISDOM	+2 (14)
CHARISMA	+0 (11)

⊙	+4	Strength
⊙	+9	Dexterity
○	+4	Constitution
○	+0	Intelligence
○	+2	Wisdom
○	+0	Charisma

Saving Throw Modifiers

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

SAVING THROWS

Ⓟ	+9	Acrobatics	DEX
○	+2	Animal Handling	WIS
○	+0	Arcana	INT
○	+0	Athletics	STR
Ⓟ	+4	Deception	CHA
○	+0	History	INT
Ⓟ	+6	Insight	WIS
○	+0	Intimidation	CHA
○	+0	Investigation	INT
○	+2	Medicine	WIS
○	+0	Nature	INT
Ⓟ	+6	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
○	+0	Religion	INT
○	+10	Sleight of Hand	DEX
Ⓟ	+9	Stealth	DEX
○	+2	Survival	WIS
○			
○			
○			

SKILLS

+5 INITIATIVE

ARMOR CLASS 19

Immunities - Poison, Disease

DEFENSES

INSPIRATION

+4 PROFICIENCY BONUS

ABILITY SAVE DC

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

SPEED

Max HP	Current HP	Temp HP
111		--

HIT POINTS

Total 12d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== WEAPONS ===
Shortsword, Simple Weapons

=== TOOLS ===
Dragonchess Set, Thieves' Tools, Woodcarver's Tools

=== LANGUAGES ===
Common, Elvish

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

=== 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.

Shadow Step

When you are in dim light or darkness, as a bonus action you can teleport up to 60 ft. to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the 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

ACTIONS

16	PASSIVE WISDOM (PERCEPTION)
16	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+10	1d8+6 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +1	+10	1d8+6 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Quarterstaff, +1	+10	1d8+6 Bludgeoning	Simple, Versatile
Spear, +1	+10	1d8+6 Piercing	Simple, Thrown, Versatile, Range (20/60)
Unarmed Strike	+10	1d8+6 Bludgeoning	
Unarmed Strike	+10	1d8+6 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

D&D BEYOND

Nidiliel d'Phiarlan	Monk 12 [Way of Shadow]	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Mark of Shadow Elf	Criminal / Spy
	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 12 points per short rest and your Ki save DC is 14.

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: 12 / 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 Shadow

* 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 +17. 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

* Shadow Arts • PHB 80
You gain the minor illusion cantrip if you don't already know it. As an action, you can spend 2 ki points to cast darkness, darkvision, pass without trace, or silence, without providing material components.

| 1 Action

* Quickened Healing • TCoE 49
As an action, you can spend 2 ki points to regain 1d8+4 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 60.

| 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 14).

| Special

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	4
WEIGHT CARRIED	81.68 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Dagger, +1	1	1 lb.	Flask or Tankard	1	1 lb.
Quarterstaff, +1	1	4 lb.	Mess Kit	1	1 lb.
Crossbow, Light, +1	1	5 lb.	Pouch	2	2 lb.
Spear, +1	1	3 lb.	Rations (1 day)	10	20 lb.
Amulet of Health	1	--	Sack	2	1 lb.
Bracers of Defense	1	--	Tinderbox	1	1 lb.
Winged Boots	1	--	Torch	5	5 lb.
Bedroll	1	7 lb.	Waterskin	1	5 lb.
Clothes, Traveler's	1	4 lb.	Whetstone	1	1 lb.
Insignia of Claws	1	--	Woodcarver's Tools	1	5 lb.
Case, Crossbow Bolt	1	1 lb.	Rope, Silk (50 feet)	1	5 lb.
Crossbow Bolts	40	3 lb.			
Heward's Handy Haversack	1	5 lb.			
Gloves of Thievery	1	--			
Dragonchess Set	1	0.5 lb.			

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

EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Nidiliel d'Phiarlan

CHARACTER NAME

Monk 12 [Way of Shadow]

CLASS & LEVEL

PLAYER NAME

Mark of Shadow Elf

RACE

Criminal / Spy

BACKGROUND

EXPERIENCE POINTS

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

* Shadow Step • PHB 80
When you are in dim light or darkness, as a bonus action you can teleport up to 60 ft. to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

| 1 Bonus 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.

* Cloak of Shadows • PHB 80
When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

| 1 Action

=== MARK OF SHADOW 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.

* Cunning Intuition • ERftLW 49
When you make a Charisma (Performance) or Dexterity (Stealth) check, you can roll a d4 and add the number rolled to the ability check.

* Shape Shadows • ERftLW
You know the minor illusion cantrip. Starting at 3rd level, you can cast the invisibility spell once per long rest. Charisma is your spellcasting ability for these spells.

* Spells of the Mark • ERftLW 49
If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Shadow Spells table are added to the spell list of your spellcasting class.

=== FEATS ===

* Sentinel • PHB 169
When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action. When a creature within 5 ft. of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attacking creature.

| Sentinel Attack: 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Thieves' Tools	1	1 lb.			

ADDITIONAL EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Nidiliel d'Phiarlan

CHARACTER NAME

Female	144	Medium	5' 6"	100
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	The Shadow	Fair	Blue	Blonde
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I always have a plan for what to do when things go wrong.
I would rather make a new friend than a new enemy.

PERSONALITY TRAITS

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

IDEALS

I'm trying to pay off an old debt I owe to a generous benefactor.

BONDS

I turn tail and run when things look bad.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

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	Minor Illusion	Shape Shadows	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Minor Illusion	Shadow Arts	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
	=== 2nd LEVEL ===								
O	Invisibility <C>	Shape Shadows	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	1/LR, D: 1h, V/S/M
O	Darkness <C>	Shadow Arts	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	D: 10m, 15 ft. Sphere, V/M
O	Darkvision	Shadow Arts	--	1A	Touch	V,S,M	8 hours	PHB 230	D: 8h, V/S/M
O	Pass without Trace <C>	Shadow Arts	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 264	D: 1h, V/S/M
O	Silence <C>	Shadow Arts	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 275	D: 10m, 20 ft. Sphere, V/S

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.