D&D BEYOND

| | |
|---|---|
| Edmar d'Orien | Monk 15 [Way of the Drunken Master] |
| CHARACTER NAME | CLASS & LEVEL |
| | PLAYER NAME |
| | Mark of Passage Human |
| | RACE |
| | Hermit |
| | BACKGROUND |
| | EXPERIENCE POINTS |

| | |
|---|---|
| STRENGTH | +0 (10) |
| DEXTERITY | +5 (20) |
| CONSTITUTION | +4 (19) |
| INTELLIGENCE | +0 (10) |
| WISDOM | +3 (16) |
| CHARISMA | +0 (10) |

| | |
|---|---|
| +5 | Strength |
| +10 | Dexterity |
| +9 | Constitution |
| +5 | Intelligence |
| +8 | Wisdom |
| +5 | Charisma |

Saving Throw Modifiers

SAVING THROWS

| | | |
|---|---|---|
| Ⓟ +10 | Acrobatics | DEX |
| +3 | Animal Handling | WIS |
| +0 | Arcana | INT |
| +0 | Athletics | STR |
| +0 | Deception | CHA |
| +0 | History | INT |
| +3 | Insight | WIS |
| +0 | Intimidation | CHA |
| +0 | Investigation | INT |
| Ⓟ +8 | Medicine | WIS |
| +0 | Nature | INT |
| Ⓔ +13 | Perception | WIS |
| Ⓟ +5 | Performance | CHA |
| +0 | Persuasion | CHA |
| Ⓟ +5 | Religion | INT |
| +5 | Sleight of Hand | DEX |
| Ⓟ +10 | Stealth | DEX |
| +3 | Survival | WIS |

SKILLS

+5 INITIATIVE

ARMOR 20 CLASS

Immunities - Poison, Disease

DEFENSES

INSPIRATION

+5 PROFICIENCY BONUS

ABILITY SAVE DC

60 ft. (Walking), 60 ft. (Flying)

SPEED

| Max HP | Current HP | Temp HP |
|---|---|---|
| 138 | | -- |

HIT POINTS

Total 15d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== WEAPONS ===
Shortsword, Simple Weapons

=== TOOLS ===
Brewer's Supplies, Herbalism Kit, Horn

=== LANGUAGES ===
Common, Giant, 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

=== 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 ===
Deflect Missiles
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

ACTIONS

| | |
|---|---|
| 23 | PASSIVE WISDOM (PERCEPTION) |
| 13 | PASSIVE WISDOM (INSIGHT) |
| 10 | PASSIVE INTELLIGENCE (INVESTIGATION) |

SENSES

| NAME | HIT | DAMAGE/TYPE | NOTES |
|---|---|---|---|
| Crossbow, Light, +1 | +11 | 1d8+6 Piercing | Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320) |
| Dagger, +1 | +11 | 1d8+6 Piercing | Simple, Finesse, Light, Thrown, Range (20/60) |
| 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

| | |
|---|---|
| Edmar d'Orien | Monk 15 [Way of the Drunken Master] |
| CHARACTER NAME | CLASS & LEVEL / PLAYER NAME |
| | Mark of Passage Human / Hermit |
| | 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 15 points per short rest and your Ki save DC is 16.

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: 15 / 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 25 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 Drunken Master

* 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 +20. 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

* Bonus Proficiencies • XGtE 34
You gain proficiency in the Performance skill and brewer's supplies if you don't already have it.

* Drunken Technique • XGtE 34
Whenever you use Flurry of Blows, you gain the benefit of the Disengage action, and your walking speed increases by 10 ft. until the end of the current 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 75.

| 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

**FEATURES & TRAITS**

| | |
|---|---|
| CP | 0 |
| SP | 0 |
| EP | 0 |
| GP | 5 |
| PP | 2 |

| | |
|---|---|
| WEIGHT CARRIED | 78.14 lb. |
| ENCUMBERED | 150 lb. |
| PUSH/DRAG/LIFT | 300 lb. |

| NAME | QTY | WEIGHT | NAME | QTY | WEIGHT |
|---|---|---|---|---|---|
| Dagger, +1 | 1 | 1 lb. | Pouch | 2 | 2 lb. |
| Crossbow, Light, +1 | 1 | 5 lb. | Rations (1 day) | 10 | 20 lb. |
| Quarterstaff, +1 | 1 | 4 lb. | Rope, Hempen (50 feet) | 1 | 10 lb. |
| Spear, +1 | 1 | 3 lb. | Sack | 2 | 1 lb. |
| Amulet of Health | 1 | -- | Tinderbox | 1 | 1 lb. |
| Bracers of Defense | 1 | -- | Torch | 5 | 5 lb. |
| Potion of Healing (Greater) | 3 | 1.5 lb. | Waterskin | 1 | 5 lb. |
| Winged Boots | 1 | -- | Whetstone | 1 | 1 lb. |
| Clothes, Traveler's | 1 | 4 lb. | Horn | 1 | 2 lb. |
| Flask or Tankard | 1 | 1 lb. | Herbalism Kit | 1 | 3 lb. |
| Insignia of Claws | 1 | -- | | | |
| Case, Crossbow Bolt | 1 | 1 lb. | ATTUNED MAGIC ITEMS | QTY | WEIGHT |
| Crossbow Bolts | 20 | 1.5 lb. | Amulet of Health | 1 | -- |
| Heward's Handy Haversack | 1 | 5 lb. | Bracers of Defense | 1 | -- |
| Mess Kit | 1 | 1 lb. | Winged Boots | 1 | -- |

**EQUIPMENT**

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Edmar d'Orien

CHARACTER NAME

Monk 15 [Way of the Drunken Master]

CLASS & LEVEL

PLAYER NAME

Mark of Passage Human

RACE

Hermit

BACKGROUND

EXPERIENCE POINTS

16).

| Special

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

* Tipsy Sway • XGtE 34
When you're prone, you can stand up by spending 5 ft. of movement, rather than half your speed. When a creature misses you with a melee attack roll, you can spend 1 ki point as a reaction to cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 ft.

| 1 Reaction

* 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.

* Drunkard's Luck • XGtE 34
When you make an ability check, an attack roll, or a saving throw and have disadvantage on the roll, you can spend 2 ki points to cancel the disadvantage for that roll.

| 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.

* Diamond Soul • PHB 79
You are proficient in all saving throws and whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

* Timeless Body • PHB 79
You no longer need food or water, and can't be aged magically or suffer effects of old age (though you can still die of it).

=== MARK OF PASSAGE HUMAN RACIAL TRAITS ===

* Languages • BR 31
You can speak, read, and write Common and one extra language.

* Courier's Speed • ERftLW
Your base walking speed increases to 35 ft.

* Intuitive Motion • ERftLW 46
When you make a Dexterity (Acrobatics) check or any ability check to operate or maintain a land vehicle, you can roll a d4 and add the number rolled to the ability check.

* Magical Passage • ERftLW
You can cast the misty step spell once with this trait, and you regain the ability to cast it when you finish a long rest. Dexterity is your spellcasting ability for this spell.

* Spells of the Mark • ERftLW 46
If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Passage Spells table are added to the spell list of your spellcasting class.

=== FEATS ===

* Skill Expert • TCoE 80
You gain proficiency in a skill. You also gain expertise in a skill which you are already proficient in.

ADDITIONAL FEATURES & TRAITS

| NAME | QTY | WEIGHT | NAME | QTY | WEIGHT |
|---|---|---|---|---|---|

ADDITIONAL EQUIPMENT

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Edmar d'Orien

CHARACTER NAME

| | | | | |
|---|---|---|---|---|
| Male | 26 | Medium | 5' 9" | 188 |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| Lawful Neutral | Amaunator | Tan | Brown | Brown |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I am utterly serene, even in the face of disaster.
I feel tremendous empathy for all who suffer.

PERSONALITY TRAITS

Logic. Emotions must not cloud our sense of what is right and true, or our logical thinking. (Lawful)

IDEALS

I entered seclusion because I loved someone I could not have.

BONDS

I am dogmatic in my thoughts and philosophy.

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 |
|---|---|---|---|---|---|---|---|---|---|
| | === 2nd LEVEL === | | | | | | | | |
| O | Misty Step | Magical Passage | -- | 1BA | Self | V | Instantaneous | PHB 260 | 1/LR, V |

SPELLS

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