

# D&D BEYOND

## Cyberdyne

CHARACTER NAME

Monk 4  
CLASS & LEVEL

Warforged  
SPECIES

Soldier  
BACKGROUND

thekackler  
PLAYER NAME  
(Milestone)  
EXPERIENCE POINTS

STRENGTH

13

+1

DEXTERITY

18

+4

CONSTITUTION

12

+1

INTELLIGENCE

10

+0

WISDOM

14

+2

CHARISMA

8

-1

- ☒ +3 Strength
- ☒ +6 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☐ +2 Wisdom
- ☐ -1 Charisma

Saving Throw Modifiers

Advantage against being poisoned

SAVING THROWS

- ☒ +6 Acrobatics DEX
- ☐ +2 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +3 Athletics STR
- ☒ +1 Deception CHA
- ☐ +0 History INT
- ☐ +2 Insight WIS
- ☒ +1 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +2 Medicine WIS
- ☐ +0 Nature INT
- ☐ +2 Perception WIS
- ☐ -1 Performance CHA
- ☒ +1 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +4 Sleight of Hand DEX
- ☐ +4 Stealth DEX
- ☐ +2 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

+4

INITIATIVE

ARMOR

17

CLASS

Resistances - Poison  
Immunities - Disease, Magical Sleep

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

40 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

27

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HIT POINTS

Total

4d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== WEAPONS ===

Crossbow, Hand, Scimitar, Shortsword, Simple Weapons

=== TOOLS ===

Cook's Utensils, Dragonchess Set, Three-Dragon Ante Set

=== LANGUAGES ===

Common, Common Sign Language, Draconic

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

Breath of the Dragon • 2 / Long Rest

When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of draconic energy in either a 20 ft. Cone or a 30 ft. Line that is 5 ft. wide (your choice). You choose the damage type for your Breath weapon: Acid, Cold, Fire, Lightning, or Poison. Each creature in that area must make a DC 12 Dex. saving throw, taking 2d6 damage on a fail, or half as much on a success.

You can use this feature 2 times per Long Rest. While you have no uses available, you can spend 2 Focus Points to use this feature again.

=== BONUS ACTIONS ===

Flurry of Blows

You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.

Patient Defense

You can take the Disengage action as a Bonus action.

Focused Patient Defense. You can expend 1 Focus Point to take both the Disengage and Dodge actions

ACTIONS

12

PASSIVE PERCEPTION

12

PASSIVE INSIGHT

10

PASSIVE INVESTIGATION

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+6

1d6+4 Piercing

Simple, Finesse, Light, Thrown, Nick, Range (20/60), x6

Shortbow

+6

1d6+4 Piercing

Simple, Ammunition, Range, Two-Handed, Vex, Range (80/320)

Spear

+6

1d6+4 Piercing

Simple, Thrown, Versatile, Sap, Range (20/60), x2

Unarmed Strike

+6

1d6+4 Bludgeoning

Draconic Strike

+6

1d6+4

Unarmed Strike

+6

1d6+4 Bludgeoning

WEAPON ATTACKS & CANTRIPS



CHARACTER NAME

CLASS &amp; LEVEL

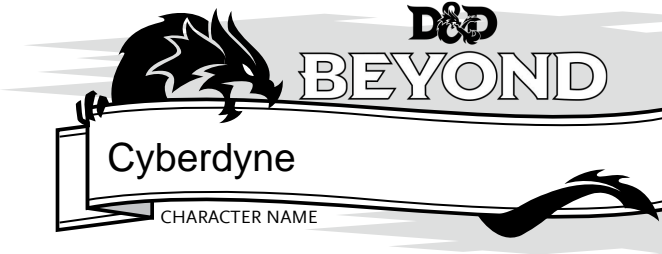
SPECIES

PLAYER NAME	TEAM	POSITION	AGE	HEIGHT	WEIGHT	POINTS PER GAME	REBOUNDS PER GAME	ASSISTS PER GAME	STEALS PER GAME	BLOCKS PER GAME	MINUTES PER GAME	PERCENTAGE	THREE PERCENTAGE	FREE PERCENTAGE
LeBron James	Cleveland Cavaliers	Forward	34	6'9"	250	26.9	7.5	6.2	1.1	0.6	35.8	50.5	37.1	78.5
Stephen Curry	Golden State Warriors	Guard	35	6'2"	190	25.3	4.7	6.7	1.5	0.3	32.7	42.4	37.6	90.8
Karen	Phoenix Suns	Forward	33	6'7"	215	22.5	6.8	3.9	0.9	0.4	34.2	47.8	34.5	82.1
Kevin Durant	Brooklyn Nets	Forward	34	6'9"	240	27.3	7.4	4.1	1.1	0.7	35.0	48.7	38.2	87.6
James Harden	Los Angeles Clippers	Guard	33	6'5"	220	24.0	7.2	7.5	1.2	0.2	34.5	44.0	35.0	85.4
Kyle	Portland Trail Blazers	Forward	32	6'6"	225	22.8	6.5	3.5	0.8	0.5	33.8	46.5	33.0	80.0
Anthony Davis	Los Angeles Lakers	Forward	32	6'10"	255	23.2	10.3	2.3	1.2	1.5	34.0	50.0	32.0	80.0
Chris Paul	Phoenix Suns	Guard	36	6'0"	175	19.0	5.0	9.0	2.0	0.1	32.0	44.0	38.0	88.0
Joel Embiid	Philadelphia 76ers	Forward	30	7'0"	280	24.0	11.0	3.0	1.0	1.5	34.0	50.0	32.0	80.0
Luka Doncic	Dallas Mavericks	Forward	24	6'7"	230	28.0	9.0	7.0	1.0	0.5	35.0	50.0	32.0	80.0
Nikola Jokic	Denver Nuggets	Center	28	6'11"	285	24.0	12.0	8.0	1.0	0.5	34.0	50.0	32.0	80.0
Giannis Antetokounmpo	Milwaukee Bucks	Forward	29	6'11"	240	27.0	11.0	3.0	1.0	1.5	34.0	50.0	32.0	80.0
Joey	San Antonio Spurs	Forward	31	6'7"	215	22.5	6.8	3.9	0.9	0.4	34.2	47.8	34.5	82.1
Devin Booker	Phoenix Suns	Guard	27	6'6"	205	27.0	5.0	4.0	1.0	0.2	34.0	44.0	38.0	88.0
Ja Morant	Memphis Grizzlies	Guard	25	6'3"	180	22.0	6.0	9.0	2.0	0.1	32.0	44.0	38.0	88.0
Jayson Tatum	Boston Celtics	Forward	27	6'8"	215	26.0	8.0	3.0	1.0	0.5	35.0	50.0	32.0	80.0
Shai Gilge-Alexander	Oklahoma City Thunder	Guard	25	6'6"	190	24.0	5.0	6.0	1.0	0.2	34.0	44.0	38.0	88.0
Domantas Sabonis	Indiana Pacers	Forward	30	6'11"	260	19.0	10.0	3.0	1.0	0.5	34.0	50.0	32.0	80.0
Shane Bieber	Cleveland Indians	Pitcher	31	6'4"	190	21.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Gerrit Cole	New York Yankees	Pitcher	32	6'4"	230	23.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Jacob deGrom	New York Mets	Pitcher	31	6'4"	230	23.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Shane Bieber	Cleveland Indians	Pitcher	31	6'4"	190	21.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Gerrit Cole	New York Yankees	Pitcher	32	6'4"	230	23.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
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Shane Bieber	Cleveland Indians	Pitcher	31	6'4"	190	21.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
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Shane Bieber	Cleveland Indians	Pitcher	31	6'4"	190	21.0	0.0	0						

## BACKGROUND

## EXPERIENCE POINTS

## WEIGHT



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CLASS & LEVEL		PLAYER NAME
Warforged	Soldier	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

| 2 / Long Rest • 1 Action

\* Ability Score Improvement • PHB-2024 103

\* Slow Fall • PHB-2024 103  
You can take a Reaction when you fall to reduce any falling damage by 20.

| 1 Reaction

=== WARFORGED SPECIES TRAITS ===

\* Constructed Resilience • ERftLW 36  
You have advantage on saving throws against being poisoned, and you have resistance to poison damage. You don't need to eat, drink, or breathe. You are immune to disease. You don't need to sleep, and magic can't put you to sleep.

\* Sentry's Rest • ERftLW 36  
When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

\* Integrated Protection • ERftLW 36  
You gain a +1 bonus to Armor Class. To don or doff armor other than a shield takes 1 hour, and you must be proficient with the armor.  
While you live, your incorporated armor can't be removed from your body against your will.

=== FEATS ===

\* Lucky • PHB 167  
You have 3 luck points per long rest. Whenever you make an attack roll, an ability check, or a saving throw (or when an attack roll is made against you), you can

spend one to roll an additional d20 and you choose which die to use. You can choose to spend luck points after you roll the die, but before the outcome is determined.

| 3 / Long Rest • No Action

\* Savage Attacker • PHB-2024 201  
Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

\* Soldier Ability Score Improvements • PHB-2024 185

| Increase two scores (+2 / +1) •

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
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ADDITIONAL EQUIPMENT



Cyberdyne

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

