



OBOLO

Monk 6 (Way of the Four Elements)

CLASS & LEVEL

Blue Orc

RACE/ANCESTRY/HERITAGE

15,260

EXPERIENCE POINTS

Sage

BACKGROUND

Matt

PLAYER NAME

CAMPAIGN or PLAYER ID

STR
+1
13

+3 PROFICIENCY BONUS

SAVING THROWS

- +4 Strength Saves *
- +8 Dexterity Saves *
- +3 Constitution Saves
- 2 Intelligence Saves
- +3 Wisdom Saves
- 1 Charisma Saves
- * Prof. bonus added

DEX
+5
20

CON
+3
16

SKILLS

- +8 Acrobatics (*Dex*) *
- +3 Animal Handling (*Wis*)
- +1 Arcana (*Int*) *
- +1 Athletics (*Str*)
- 1 Deception (*Cha*)
- +1 History (*Int*) *
- +3 Insight (*Wis*)
- 1 Intimidation (*Cha*)
- 2 Investigation (*Int*)
- +3 Medicine (*Wis*)
- 2 Nature (*Int*)
- +3 Perception (*Wis*)
- 1 Performance (*Cha*)
- 1 Persuasion (*Cha*)
- 2 Religion (*Int*)
- +5 Sleight of Hand (*Dex*)
- +8 Stealth (*Dex*) *
- +3 Survival (*Wis*)

* Prof. bonus added

WIS
+3
16

CHA
-1
8

13 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: simple weapons, shortsword

Tools: musical instrument (flute)

Saving Throws: Strength, Dexterity

Skills: Acrobatics, Arcana, History, Stealth

Languages: Common, Giant, Primal

ENCUMBRANCE

Lifting & Carrying: 195 lbs. max. carrying capacity; 390 lbs. pushing or dragging (speed -5 ft.); 390 lbs. max. lift.

ARMOR CLASS (AC)

18

INITIATIVE

+5

45 ft.

Armor Worn: none (Unarmored Defense)

HIT POINTS

51

HIT DICE

6d8

DEATH SAVES: Success 000 Fail 000

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make two attacks rather than one.

Martial Arts. Melee Weapon Attack: +8 to hit, reach 5 ft. **Hit:** 1d6+5 bludgeoning damage. Strike counts as magical to overcome target's resistance to nonmagical attacks and damage. Can also make unarmed strike as bonus action.

Dart. Ranged Weapon Attack: +8 to hit. **Hit:** 1d4+5 piercing damage. (Normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Martial Arts During A Turn: Counting actions and bonus actions, make three unarmed attacks or one weapon attack plus two unarmed attack in turn. Or, for 1 ki point, make four unarmed attacks in a turn. (Opportunity attack is a separate reaction, do once per round.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: ten (10) darts, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 5.5 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 10 gold pieces (gp); 75 silver pieces (sp); 43 copper pieces (cp); 2 gems (worth 50 gp each)

SPEED

FEATURES, TRAITS & MORE

Alignment: Lawful Neutral. I obey laws, traditions or my own strict code to promote order and society above all else.

Sage Background [PHB p. 137]

- **Feature:** Researcher
- **Traits:** Apprenticed under infamous mage. Self-righteous manner.
- **Ideal:** Discovery at any cost.
- **Bond:** Promotes education for all.
- **Flaw:** Hears disturbing fiendish whispers while sleeping.

Blue Orc Traits [Custom Heritage]

- Creature Type: Humanoid
- Age: 25 years old
- Medium Size (6'8", 165 lbs.)
- Darkvision (60 feet)
- Cold Resistance

Ki Energy [PHB p. 78]

- 12 ki points betw. short or long rests

Class Features [PHB p. 76]

- Unarmored Defense (AC)
- Martial Arts (1d6, bonus attack)
- Flurry of Blows (1 ki for two unarmed attacks as bonus action)
- Patient Defense (1 ki for Dodge as bonus action)
- Step of the Wind (1 ki for Disengage or Dash as bonus action, jump distance doubled)
- Unarmored Movement (higher speed)
- Deflect Missiles (reduce by 1d10+11)
- Elemental Attunement (cantrip-level minor control of elements)
- Fist of Four Thunders (2 ki for *Thunderwave*)
- Slow Fall (-30 damage)
- Extra Attack (2/attack)
- Stunning Strike (1 ki point, Constitution save of stunned)
- Clench Of The North Wind (3 ki for *Hold Person*)

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.