

# DUNGEONS & DRAGONS®

Meilil Rein

CHARACTER NAME

Monk 4  
CLASS & LEVEL

Half-Elf  
RACE

Outlander  
BACKGROUND

Chaotic Neutral  
ALIGNMENT

Matthew  
PLAYER NAME

2700  
EXPERIENCE POINTS

## STRENGTH

+2

14

## DEXTERITY

+4

18

## CONSTITUTION

+4

18

## INTELLIGENCE

+0

10

## WISDOM

+1

12

## CHARISMA

+0

10

## INSPIRATION

+2

## PROFICIENCY BONUS

- ☒ +4 Strength
- ☒ +5 Dexterity
- ☐ +4 Constitution
- ☐ +0 Intelligence
- ☐ +1 Wisdom
- ☐ +0 Charisma

## SAVING THROWS

- ☒ +6 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +6 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +3 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☒ +1 Survival (Wis)

## SKILLS

15

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum

41

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I place no stock in wealthy or well-mannered folk. Money and power won't save you from a hungry outlaw.

PERSONALITY TRAITS

Greater Good - It is our personal responsibility to make the world a better place for everyone.

IDEALS

My family is the most important thing in my life, even when they are far from me.

BONDS

I remember every insult I've received and return a silent resentment toward anyone who has wronged me.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Handaxe	+5	1d6 slashing +0
Dart	+4	1d6 piercing +0
7 Darts 20/60		

## ATTACKS & SPELLCASTING

MA - Dex instead of Str for atk/dmg  
 - Dex dmg instead of str  
 - Extra unarmed strike as bonus  
 1K - After attack take two extra unarmed strikes  
 1K - Dodge as bonus  
 1K - Disengage or dash as bonus and double jump distance  
 Depleo - Voe reaction to catch ranged. Reduce damage 1d10 + dex mod + monk lvl. If dmg to 0 can catch with free hand and spend 1K to throw back with prof  
 Shadow - 1st sphere of darkness for 10 min. 2K - 1st sphere of darkness, non-magic light at 2K - Give creature 60ft darkness for 8 hrs. 2K - Each creature within 30ft gets +10 Dex wrath and can't be magically tracked = thr. 2K - No read in 20ft sphere for 10 min. Creature inside are deafened and no V spells  
 Slow Fall - Reaction to reduce falling damage by 5x monk level  
 1621lb 6ft Age 30 1636lb 6ft Age 50  
 Darts 60ft Adv against Cham

11

## PASSIVE WISDOM (PERCEPTION)

Common, Elvish, Goliath  
 Simple weapons, Shortsword  
 Flute

## OTHER PROFICIENCIES & LANGUAGES

5	Backpack	Crowbar
252	Hammer	10 Pitons
	Tinkertox	10 Toggles
	Workskin	9 Rations
430	Boar Tusk	20ft Hay rope
25	Hunting Trap	Traveler's Clothes
	Potion - Staff	Wardrobe 700
	Invulnerability Cheat Key	Trophy Tusk
	Wooden Flute	EQUIPMENT