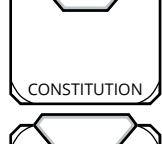
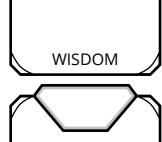
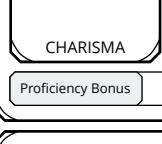
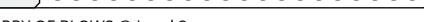




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Player name	Race	Alignment										
 SAVING THROW ATHLETICS												
STRENGTH												
 SAVING THROW ACROBATICS SLEIGHT OF HAND STEALTH												
DEXTERITY												
 SAVING THROW												
CONSTITUTION												
 SAVING THROW ARCANA HISTORY INVESTIGATION NATURE RELIGION												
INTELLIGENCE												
 SAVING THROW ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL												
WISDOM												
 SAVING THROW DECEPTION INTIMIDATION PERFORMANCE PERSUASION												
CHARISMA												
Proficiency Bonus	Passive Perception											
Armor, Weapon & Tool Proficiencies												
Known Languages												
Features & Other												
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<p>MARTIAL ARTS @ Level 1, 5, 11 and 17 While you are not wearing armor (or shield), your AC is 10 + your DEX modifier + your WIS modifier.</p> <p>Martial arts damage <input type="radio"/> d4 <input type="radio"/> d6 <input type="radio"/> d8 <input type="radio"/> d10</p> <p>KI @ Level 2 Regain all expended ki points after a short or long rest.</p> <p>Ki DC <input type="radio"/> Max. ki points</p> <p>Ki used </p> <p>FLURRY OF BLOWS @ Level 2 After an attack, spend 1 ki to make 2 unarmed strikes as a bonus action.</p> <p>PATIENT DEFENSE @ Level 2 Spend 1 ki to take the dodge action as a bonus action on your turn.</p> <p>STEP OF THE WIND @ Level 2 Spend 1 ki to take the disengage or dash action as bonus action on your turn. Additionally, your jump distance is doubled for the turn.</p> <p>UNARMORED MOVEMENT @ Level 2, 6, (9), 10, 14 and 18 Your speed increases while not wearing armor (or shield). At level 9, you can move along vertical surfaces and across liquids without falling.</p> <p>Speed increase <input type="radio"/> 10ft <input type="radio"/> 15ft <input type="radio"/> 20ft <input type="radio"/> 25ft <input type="radio"/> 30ft</p> <p>DEFLECT MISSILES @ Level 3 As a reaction you can catch a missile that hits you. First, reduce the damage by 1d10 + your DEX modifier + your monk level. If you reduce the damage to 0, you catch it if you have a free hand. Spend 1 ki to make a ranged attack with the missile you caught. You have proficiency with the attack and it counts as a monk weapon attack.</p> <p>OPEN HAND TECHNIQUE @ Level 3 Whenever you hit a creature with an attack granted by Flurry of Blows, you can impose one of the following effects: - target must make a DEX save or be knocked prone. - target must make a STR save or be pushed up to 15 ft. away from you. - target can't take any reactions until the end of your next turn.</p> <p>SLOW FALL - Level 4 You can use your reaction to reduce fall damage by 5 x your monk level.</p> <p>STUNNING STRIKE @ Level 5 After you hit an opponent, you can spend 1 ki and the target must make a CON save or be stunned end of your next turn.</p> <p>KI-EMPOWERED STRIKES @ Level 6 Your unarmed strikes count as magical.</p> <p>WHOLENESS OF BODY @ Level 6 As an action, you can regain HP up to 3 x your monk level. Regain after long rest.</p> <p>Number of times used </p> <p>EVASION @ Level 7 When you have to make a DEX save to take half damage, instead take no damage on a success and half on failed save.</p> <p>STILLNESS OF MIND @ Level 7 As an action, you can end a charmed or frightened condition on yourself.</p> <p>PURITY OF BODY @ Level 10 You are immune to disease and poison.</p> <p>TRANQUILITY @ Level 11 Meditate through a long rest to gain the benefit of a Sanctuary spell that lasts until the start of your next long rest. The saving throw for the spell is 8 + your WIS modifier + your prof.</p> <p>TONGUE OF THE SUN AND MOON @ Level 13 You understand all spoken languages and any creature with a language understands you.</p> <p>DIAMOND SOUL @ Level 14 You have prof. in all saving throws. You can spend 1 ki to reroll a saving throw. You must use new roll.</p> <p>TIMELESS BODY @ Level 15 You can't age magically. Additionally, you no longer need food and water.</p> <p>QUIVERING PALM @ Level 17 When you hit a creature with an unarmed strike, you can spend 3 ki to start vibrations that lasts for a number of days equal to your monk level. As an action, if you are on the same plane as the target, you can end the vibrations. The target then makes a CON save or it is reduced to 0 HP. Otherwise, the target takes 10d10 necrotic damage. Only one target can be affected at a time. You can end the effect harmlessly without using an action.</p> <p>EMPTY BODY @ Level 18 As an action, you can spend 4 ki to become invisible and have resistance to all but force damage. Additionally you can spend 8 ki to cast Astral Projection without M components affecting only yourself.</p> <p>PERFECT SELF @ Level 20 If you have no ki when rolling initiative, regain 4 ki.</p> <p>Notes</p> <p>MONK - WAY OF THE OPEN HAND</p>												