Character name | Level | XP

Player name | Race | Alignment

STRENGTH
- ○ ____ **SAVING THROW**
- ○○ ____ ATHLETICS

DEXTERITY
- ○ ____ **SAVING THROW**
- ○○ ____ ACROBATICS
- ○○ ____ SLEIGHT OF HAND
- ○○ ____ STEALTH

CONSTITUTION
- ○ ____ **SAVING THROW**

INTELLIGENCE
- ○ ____ **SAVING THROW**
- ○○ ____ ARCANA
- ○○ ____ HISTORY
- ○○ ____ INVESTIGATION
- ○○ ____ NATURE
- ○○ ____ RELIGION

WISDOM
- ○ ____ **SAVING THROW**
- ○○ ____ ANIMAL HANDLING
- ○○ ____ INSIGHT
- ○○ ____ MEDICINE
- ○○ ____ PERCEPTION
- ○○ ____ SURVIVAL

CHARISMA
- ○ ____ **SAVING THROW**
- ○○ ____ DECEPTION
- ○○ ____ INTIMIDATION
- ○○ ____ PERFORMANCE
- ○○ ____ PERSUASION

Proficiency Bonus | Passive Perception

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount

AC | CONDITIONS

INITIATIVE | Maximum | Temporary

SPEED | HIT POINTS

HIT DICE

You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.

Die size | Max. dice | Dice left

DEATH SAVING THROWS

If you start your turn wtih 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.

Successes ○○○ | Failures ○○○

Weapon | Range | To hit | Damage

Weapon | Range | To hit | Damage

Weapon | Range | To hit | Damage

Ammunition | Count

Ammunition | Count

Number of attacks per attack action ○○○○○

Currently Equipped

Item	Count
Item	Count
Item	Count

UNARMORED DEFENSE @ Level 1

While you are not wearing armor (or shield), your AC is 10 + your DEX modifier + your WIS modifier.

MARTIAL ARTS @ Level 1, 5, 11 and 17

While not wearing armor and while unarmed or using monk weapons only, you can use your DEX modifier instead of your STR modifier for attack and damage rolls, you can roll martial arts damage instead of normal damage and you can make an unarmed strike as a bonus action after your attack.

Martial arts damage ○d4 ○d6 ○d8 ○d10

KI @ Level 2

Regain all expended ki points after a **short** or **long rest**.

Ki DC | Max. ki points

Ki used ○○○○○○○○○○○○○○○○○○○○

FLURRY OF BLOWS @ Level 2

After an attack, spend 1 ki to make 2 unarmed strikes as a bonus action.

PATIENT DEFENSE @ Level 2

Spend 1 ki to take the dodge action as a bonus action on your turn.

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.

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.

Speed increase ○10ft ○15ft ○20ft ○25ft ○30ft

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.

RADIANT SUN BOLT @ Level 3

You gain a ranged spell attack that you can use with the Attack action. The attack has a range of 30 ft. You are proficient with it, and you add your DEX modifier to its attack and damage rolls. Its damage is radiant, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table. When you use the Attack action on your turn to use this special attack, you can spend 1 ki to make two additional attacks with it as a bonus action.

SLOW FALL - Level 4

You can use your reaction to reduce fall damage by 5 x your monk level.

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.

KI-EMPOWERED STRIKES @ Level 6

Your unarmed strikes count as magical.

SEARING ARC STRIKE @ Level 6

Immediately after you take the Attack action on your turn, you can spend 2 ki to cast Burning Hands at 1st level as a bonus action. You can spend additional ki to cast Burning Hands at a higher level. Each additional ki you spend increases level by 1. The maximum number of ki that you can spend on the spell equals half your monk level (round down).

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.

STILLNESS OF MIND @ Level 7

As an action, you can end a charmed or frightened condition on yourself.

PURITY OF BODY @ Level 10

You are immune to disease and poison.

SEARING SUNBURST @ Level 11

As an action, you create an orb and hurl it at a point you choose within 150 ft,, where it erupts into a sphere of radiant light for a brief but deadly instant. Each creature in that 20-foot-radius sphere must make a CON save or take 2d6 radiant damage. A creature doesn't need to make the save if the creature is behind total cover that is opaque. You can increase the sphere's damage by spending ki. Each ki you spend, up to a maximum of 3, increases the damage by 2d6.

TONGUE OF THE SUN AND MOON @ Level 13

You understand all spoken languages and any creature with a language understands you.

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.

TIMELESS BODY @ Level 15

You can't age magically. Additionally, you no longer need food and water.

SUN SHIELD @ Level 17

You shed bright light in a 30 ft. radius and dim light for an additional 30 ft. You can extinguish or restore the light as a bonus action. If a creature hits you with a melee attack while this light shines,you can use your reaction to deal radiant damage to the creature. The radiant damage equals 5 + your Wisdom modifier.

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.

PERFECT SELF @ Level 20

If you have no ki when rolling initiative, regain 4 ki.

Notes