



Character name
Player name

Level	XP
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

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.		
Dice size	Max. dice	Dice left
DEATH SAVING THROWS		
If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 successes 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 <input type="radio"/>	

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 $d10 + \text{your DEX modifier} + \text{your monk level}$. 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.

SLOW FALL - Level 4

You can use your reaction to reduce fall damage by $5 \times \text{your monk level}$.

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.

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.

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.

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

MONK