

Roland Merton

CHARACTER NAME

Monk (Open Hand)

CLASS & LEVEL

Scholar

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+2

14

CHARISMA

0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +3 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☐ 0 Intelligence
- ☐ +2 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☒ +3 History (Int)
- ☒ +4 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

50

SPEED

Hit Point Maximum 15 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



NAME

ATK BONUS

DAMAGE/TYPE

Staff

+5

d8+3

Unarmed

+5

d4+3

Dagger

+5

d4+3

When you use the attack action, you can make one unarmed strike as a bonus action.

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Calligrapher's Tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

CP

CP

CP

PP

Quarterstaff  
2 daggers

Explorer's Pack

- Backpack
- Bedroll
- Mess Kit
- Tinderbox
- 10 torches
- 50ft of rope

EQUIPMENT

Mobile:

- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

□□□ Ki

- Flurry of Blows: After you take the attack action, you can spend 1 ki point to make two unarmed strikes as a bonus action.
- Patient Defense: You can spend 1 ki point to take the Dodge action as a bonus action.
- Step of the Wind: You can spend 1 ki point to take the Disengage or Dash action as a bonus action, and your jump distance is doubled for the turn.

Open Hand Technique: Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following on the target:

- It must succeed on a DC12 Dexterity saving throw or be knocked prone.
- It must succeed on a DC12 Strength saving throw or be pushed up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Deflect Missiles: You can use your reaction to deflect the missile when you are hit with a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch the missile in this way, you can spend one ki point to make a ranged attack with the weapon you just caught: +5 to hit, range 20/60.

FEATURES & TRAITS