

Agony Leucis

CHARACTER NAME

Monk (Way of Shadow) Criminal

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Tiefling

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

0

10

WISDOM

+2

14

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

40

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

Unarmed

+5

d4+3

Dagger

+5

d4+3

Rng

20/60

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

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Languages:

-- Common
-- Infernal

Tools:

-- Forgery Kit

OTHER PROFICIENCIES & LANGUAGES

CP

4 daggers

SP

Burglar's Pack:

-- Backpack
-- 1000 ball bearings
-- 10 feet of string
-- Bell
-- 5 candles
-- Crowbar
-- Hammer
-- 10 pitons
-- Hooded Lantern
-- 2 flasks of oil
-- Tinderbox
-- 50 feet of rope

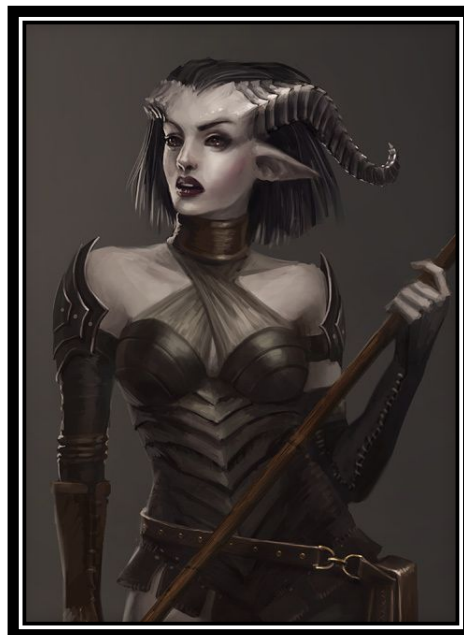
CP

CP

CP

PP

EQUIPMENT



Darkvision - 60 feet
Fire Resistance

Friends: For one minute, you have advantage on Charisma checks against a creature you choose. When this effect ends, the creature knows that it was charmed and becomes hostile to you.

□□□ 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.

Way of Shadow: As an action, you can spend two ki points to cast one of the following spells:

-- **Darkness:** Magical darkness fills a 15ft radius sphere centered on a point or object within 60ft. Lasts 10 minutes, requires concentration.
-- **Darkvision:** One creature gains darkvision for 8 hours.
-- **Pass Without Trace:** Allies within 30ft of you gain +10 to Stealth checks. Lasts 1 hour, requires concentration.
-- **Silence:** Magical silence fills a 20ft radius sphere centered on a point within 120ft. Lasts 10 minutes, requires concentration.

Minor Illusion: You use your action to create an illusory sound or the image of an object in a 5ft cube within 30ft of you. The effect lasts for a minute.

□ **Disguise Self:** You make yourself and the belongings on your person look different for one hour. You can make yourself one foot taller or shorter and must maintain a humanoid shape. These changes are illusory: they do not hold up to physical inspection. Once you use this feature, you cannot use it again until you complete a long rest.

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