







=== ARMOR ===
Light Armor, Medium Armor

=== WEAPONS ===
Battleaxe, Shortsword, Simple Weapons,
Warhammer

=== TOOLS ===
Brewer's Supplies, Cook's Utensils

=== LANGUAGES ===
Common, Dwarvish, Giant, Goblin

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Wholeness of Body • 1 / Long Rest

Once per long rest as an action, you can regain 21 HP.

=== BONUS ACTIONS ===

Flurry of Blows

After you take the Attack action on your turn, 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 on your turn.

Step of the Wind

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmed Strike

When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

=== REACTIONS ===

ACTIONS

12	PASSIVE WISDOM (PERCEPTION)				
12	PASSIVE WISDOM (INSIGHT)				
10	PASSIVE INTELLIGENCE (INVESTIGATION)				
Darkvision 60 ft.					
SENSES					

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NAME	HIT	DAMAGE/TYPE	NOTES
Dart	+6	1d4+3 Piercing	Simple, Finesse, Thrown, Range (20/60)
			2
Quarterstaff, +1	+7	1d6+4 Bludgeoning	Simple, Versatile
Clina	. c	1 d 4 . O Dludes assisses	Circula Arrayantian Dance Dance (20/100)
Sling	+6	1d4+3 Bludgeoning	Simple, Ammunition, Range, Range (30/120)
Unarmed Strike	+6	1d6+3 Bludgeoning	
Ondimed office		rac ro Bladgoormig	
Unarmed Strike	+6	1d6+3 Bludgeoning	
Flurry of Blows	+6	1d6+3 Bludgeoning	
	WE	APON ATTACKS & CANTRIF	PS ,



Monk 7 BorisTSLH_
CLASS & LEVEL PLAYER NAME

Mountain Dwarf Custom Background 23,000

RACE BACKGROUND EXPERIENCE POINTS

=== MONK FEATURES ===

- * Hit Points PHB 77
- * Proficiencies PHB 77
- * Unarmored Defense PHB 78
 While not wearing armor and not using a shield, your
 AC equals 10 + DEX modifier + WIS modifier.
- * Martial Arts PHB 78

While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use DEX instead of STR for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action.

| Unarmed Strike: 1 Bonus Action

* Ki • PHR 78

You can spend Ki Points to fuel ki features. You have 7 points per short rest and your Ki save DC is 13.

Flurry of Blows - After you take the Attack action on your turn, 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 on your turn.

Step of the Wind - You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

| Ki Points: 7 / Short Rest • Special

| Flurry of Blows: 1 Bonus Action

| Patient Defense: 1 Bonus Action

| Step of the Wind: 1 Bonus Action

* Unarmored Movement • PHB 78
Your speed increases by 15 feet while you are not wearing armor or wielding a shield.

* Monastic Tradition • PHB 78

| Way of the Open Hand

* Deflect Missiles • PHB 78

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 +10. If you reduce damage to 0 and have a free hand, you can spend 1 ki point to make a ranged attack (as with a monk weapon) with range 20/60.

| 1 Reaction

| Deflect Missiles Attack: 1 Reaction

* Open Hand Technique • PHB 79

Whenever you hit with one of your Flurry of Blows attacks, you can impose one of the following effects on that target: fall prone if it fails a DEX saving throw (DC 13), get pushed up to 15 ft. if it fails a STR saving throw (DC 13), or it can't take reaction until the end of your next turn.

| Special

* Ability Score Improvement • PHB 78

* Slow Fall • PHB 78

You can use your reaction when you fall to reduce any falling damage you take by 35.

| 1 Reaction

* Extra Attack • PHB 79

You can attack twice, instead of once, whenever you take the Attack action on your turn.

* Stunning Strike • PHB 79

When you hit with a melee weapon attack, you can spend 1 ki point to make the target stunned until the end of your next turn if it fails a CON saving throw (DC 13)

| Special

* Ki-Empowered Strikes • PHB 79
Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

* Wholeness of Body • PHB 79 Once per long rest as an action, you can regain 21 HP.

| 1 / Long Rest • 1 Action

* Evasion • PHB 79

When you are subjected to an effect that allows you to make a DEX saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

* Stillness of Mind • PHB 79 You can use an action to end one effect on yourself

You can use an action to end one effect on yoursel that is causing you to be charmed or frightened.

| 1 Action

=== MOUNTAIN DWARF RACIAL TRAITS ===

* Darkvision • BR 20

You can see in darkness (shades of gray) up to 60 ft.

* Dwarven Resilience • BR 20

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Ring of Protection	1		Waterskin	1	5 lb.
		Quarterstaff, +1	1	4 lb.			
<u> </u>	120	Leather	1	10 lb.			
		Dart	10	2.5 lb.			
F (0	Sling	1				
		Backpack	1	5 lb.			
	120	Bucket	1	2 lb.			
برالر		Crowbar	1	5 lb.			
	0	Potion of Healing	3	1.5 lb.			
	WEIGHT CARRIED	Bedroll	1	7 lb.			
	84 lb.	Mess Kit	1	1 lb.			
	ENCUMBERED	Rations (1 day)	10	20 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	150 lb.	Rope, Hempen (50 feet)	1	10 lb.	Ring of Protection	1	
	PUSH/DRAG/LIFT	Tinderbox	1	1 lb.			
	300 lb.	Torch	10	10 lb.			
			EQU	JIPMENT			



Monk 7 BorisTSLH_
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Custom Background

BACKGROUND EXPERIENCE POINTS

23,000

QTY

WEIGHT

You have advantage on saves against poison and resistance against poison damage.

- * Dwarven Combat Training BR 20 You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- * Tool Proficiency BR 20 You gain proficiency with your choice of smith's tools, brewer's supplies, or mason's tools.
- * Stonecunning BR 20 Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.
- * Dwarven Armor Training BR 20 You have proficiency with light and medium armor.

NAME

ADDITIONAL FEATURES & TRAITS

WEIGHT

NAME

QTY

ADDITIONAL EQUIPMENT	



