







=== 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 18 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						

NAME	HIT	DAMAGE/TYPE	NOTES							
Dart	+6	1d4+3 Piercing	Simple, Finesse, Thrown, Range (20/60)							
Quarterstaff, +1	+7	1d6+4 Bludgeoning	Simple, Versatile							
Sling	+6	1d4+3 Bludgeoning	Simple, Ammunition, Range, Range (30/120)							
Unarmed Strike	+6	1d6+3 Bludgeoning								
Unarmed Strike	+6	1d6+3 Bludgeoning								
Flurry of Blows	+6	1d6+3 Bludgeoning								
WEAPON ATTACKS & CANTRIPS										



Monk 6 BorisTSLH_
CLASS & LEVEL PLAYER NAME

Custom Background 14,000

ACE 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 6 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: 6 / 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 +9. 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 30.

| 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 18 HP.

| 1 / Long Rest • 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

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

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT			
	0	Ring of Protection	1		Waterskin	1	5 lb.			
		Quarterstaff, +1	1	4 lb.						
(SP()	120	Leather	1	10 lb.						
		Dart	10	2.5 lb.						
	0	Sling	1							
		Backpack	1	5 lb.						
	120	Bucket	1	2 lb.						
پ الر		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.						
	PUSH/DRAG/LIFT	Tinderbox	1	1 lb.						
	300 lb.	Torch	10	10 lb.						
	EQUIPMENT									



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 bouts to the check.

* Dwarven Armor Training • BR 20
You have proficiency with light and medium armor.

QTY

WEIGHT

ADDITIONAL EQUIPMENT

ADDITIONAL FEATURES & TRAITS

WEIGHT

NAME

QTY

NAME



