

# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

CONDITIONAL

SAVING THROWS

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

PASSIVE PERCEPTION

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

ATTACKS & SPELLCASTING

**Fey Touched (1/Long Rest).** You can cast your chosen spells without expending a spell slot or using any spell slots you have of the appropriate level.

**Crusher.** Once per turn, when you hit a creature with an attack that deals bludgeoning damage, you can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than you. When you score a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the end of your next turn.

**Unarmored Defense.** While you are wearing no armor and not wielding a shield, your AC equals 20.

**Martial Arts.** Your unarmed strike does 1d6+5 damage. You can use Strength or Dexterity for these attacks. 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. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

**Ki.** You have 7 Ki Points and your Ki DC is 16

**Flurry of Blows (Bonus Action—Ki).** Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes.

**Patient Defense (Bonus Action—Ki).** You can spend 1 ki point to take the Dodge action on your turn.

**Step of the Wind (Bonus Action—Ki).** You can spend 1 ki point to take the Disengage or Dash action on your turn, and your jump distance is doubled for the turn.

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

**Deflect Missiles (Reaction).** You can 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+12. 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 a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

**Slow Fall (Reaction).** Reduce any falling damage you take by 35.

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

**Stunning Strike (Ki).** When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

**Ki-Empowered Strikes.** Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Evasion.** When you are subjected to an effect that allows you to make a Dexterity 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 (Action).** You can end one effect on yourself that is causing you to be charmed or frightened.

**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 effects on that target: knock prone DEX Save, Push 15 feet STR Save. It can't take reactions until the end of your next turn.

**Wholeness of Body (Action—1/Long Rest).** You can regain 21 hit points.

FEATURES & TRAITS

**Armor Proficiencies.** —

**Weapon Proficiencies.** Simple Weapons, Shortsword

**Tool Proficiencies.** Pan flute, Dice set

**Languages.** Common, Elvish, Dwarvish

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I express affection or contempt in ways that are unfamiliar to others.  
I express affection or contempt in ways that are unfamiliar to others.

PERSONALITY TRAITS

Adventure. I'm far from home, and everything is strange and wonderful! (Chaotic)

IDEAL

I'm fascinated by the beauty and wonder of this new land.

BOND

I pretend not to understand the local language in order to avoid interactions I would rather not have.

FLAW

Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your homeland. You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADVENTURING GEAR

#lb

MAGIC ITEMS

#lb

ATTUNED MAGIC ITEMS

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

#lb

COPPER

SILVER

ELECTRUM

GOLD

PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

**Eldritch Claw Tattoo.** This tattoo depicts clawlike forms and other jagged shapes. While the tattoo is on your skin, your unarmed strikes are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks, and you gain a +1 bonus to attack and damage rolls with unarmed strikes.

**Eldritch Maul.** As a bonus action, you can empower the tattoo for 1 minute. For the duration, each of your melee weapon attacks can reach a target up to 30 feet away from you, as tendrils of ink launch from your weapon or unarmed strike toward the target. In addition, your melee weapon attacks deal an extra 1d6 force damage on a hit. Once used, this bonus action can't be used again until the next dawn.

**Tattoo Attunement.** To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM

#lb

STORED ITEM

#lb

STORED ITEMS

QUEST ITEMS & TRINKETS

Hex

1st-level enchantment

CASTING TIME

1 bonus action

RANGE

90 feet

DURATION

Concentration, up to 1 hour

COMPONENTS

V, S, M (the petrified eye of a newt)

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A remove curse cast on the target ends this spell early.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Fey Touched

Player's Handbook

Misty Step

2nd-level conjuration

CASTING TIME

1 bonus action

RANGE

Self

DURATION

Instantaneous

COMPONENTS

V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Fey Touched

Player's Handbook

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.  
You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

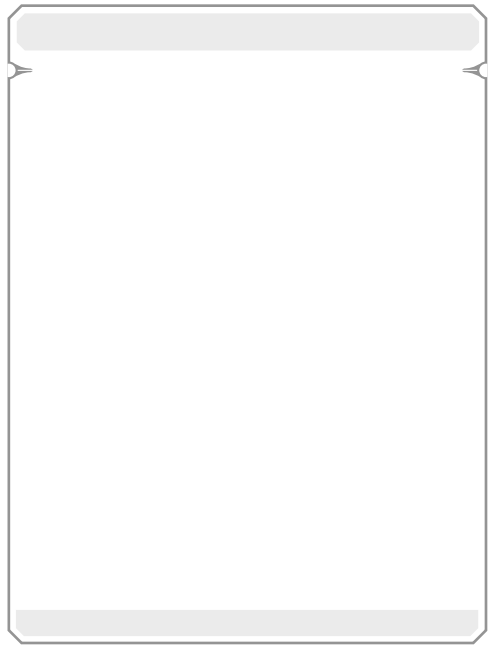
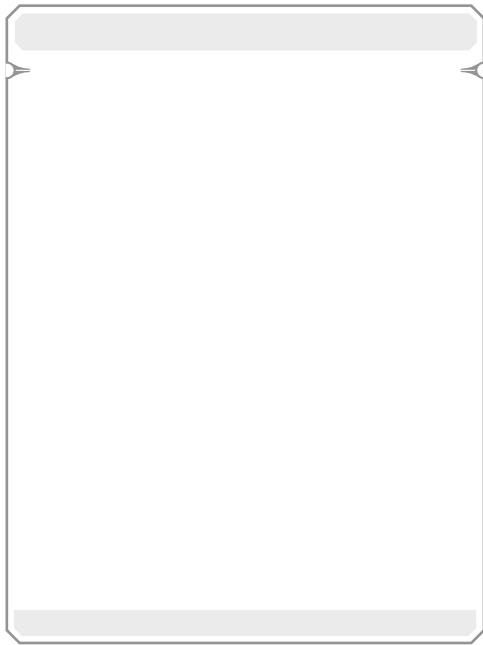
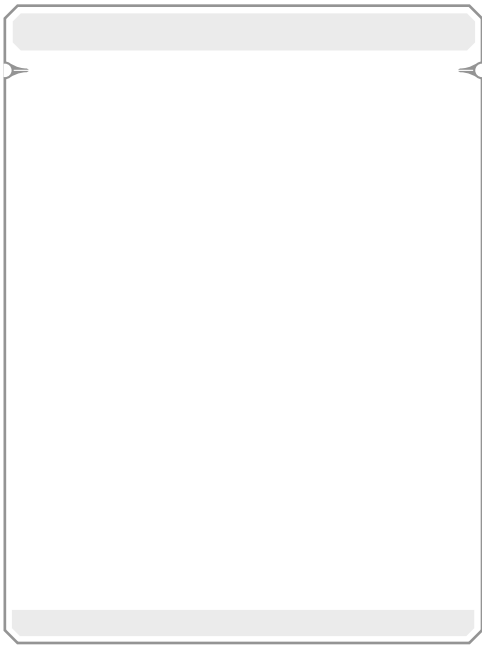
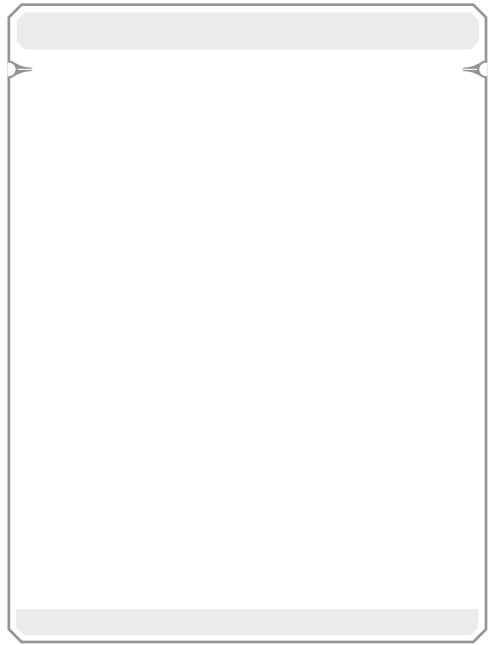
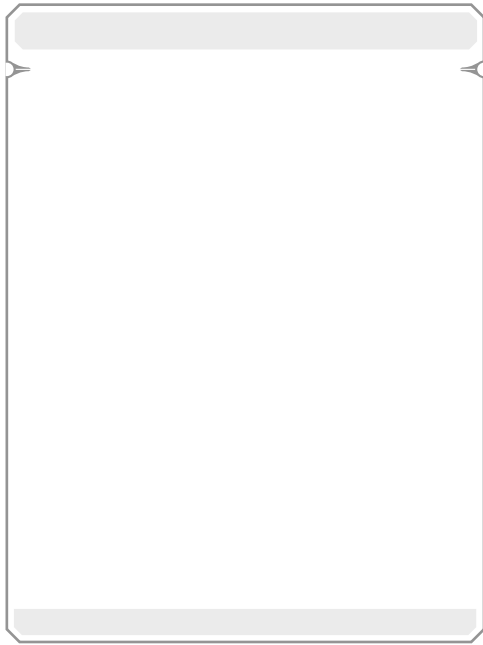
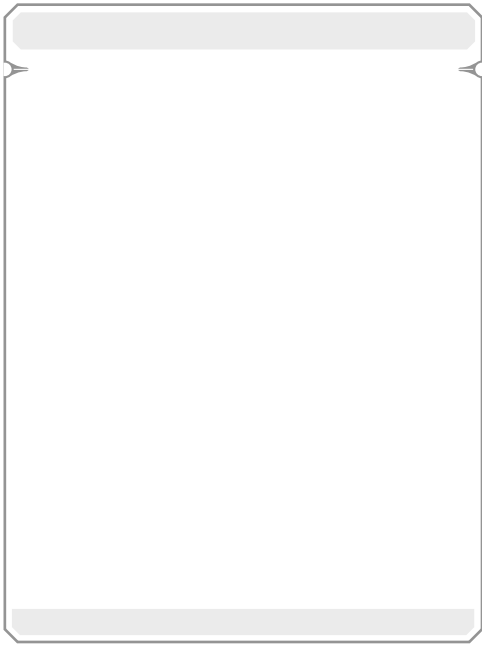
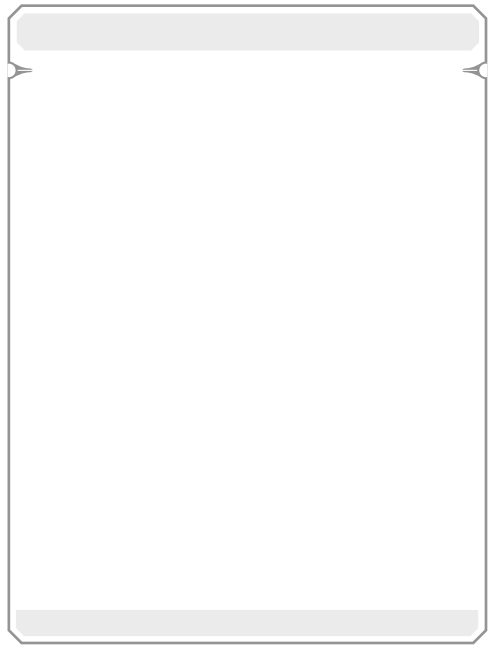
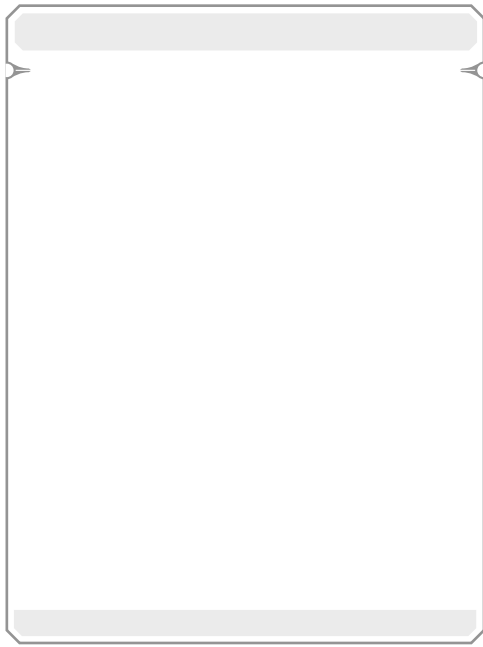
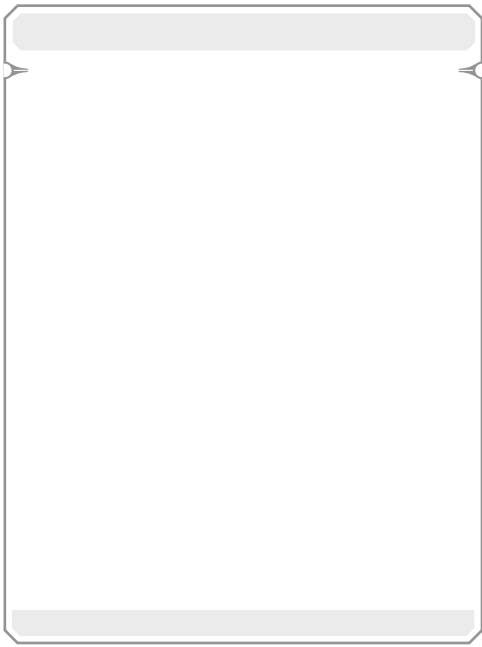
This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.



You regain 2d4 + 2 hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

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