

Jet d'Walker

CHARACTER NAME

Monk [3]

CLASS & LEVEL

Human

RACE

Bounty Hunter

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

13

1

DEXTERITY

17

3

CONSTITUTION

14

2

INTELLIGENCE

11

0

WISDOM

15

2

CHARISMA

9

-1

1

INSPIRATION

2

PROFICIENCY BONUS

☐ 1 Strength

☒ 5 Dexterity

☐ 2 Constitution

☐ 0 Intelligence

☒ 4 Wisdom

☐ -1 Charisma

SAVING THROWS

☐ 3 Acrobatics (Dex)

☐ 2 Animal Handling (Wis)

☐ 0 Arcana (Int)

☒ 3 Athletics (Str)

☐ -1 Deception (Cha)

☐ 0 History (Int)

☐ 2 Insight (Wis)

☐ -1 Intimidation (Cha)

☒ 2 Investigation (Int)

☐ 2 Medicine (Wis)

☐ 0 Nature (Int)

☒ 4 Perception (Wis)

☐ -1 Performance (Cha)

☐ -1 Persuasion (Cha)

☐ 0 Religion (Int)

☐ 3 Sleight of Hand (Dex)

☒ 5 Stealth (Dex)

☐ 2 Survival (Wis)

SKILLS

15

ARMOR CLASS

5

INITIATIVE

40'

SPEED

Hit Point Maximum 29

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I've lost too many friends, and I'm slow to make new ones.

I face problems head-on. A simple, direct solution is the best path to success.

PERSONALITY TRAITS

Responsibility. I do what I must and obey just authority.

IDEALS

My honor is my life.

BONDS

I obey the law, even if the law causes misery.

FLAWS

12

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Giant, Goblin, Orcish
Land Mounts

OTHER PROFICIENCIES & LANGUAGES

CP

Light Crossbow

SP

Crossbow Bolts (20)

EP

Potion of Healing

GP

Healer's kit

PP

Backpack

Bedroll

Belt Pouch

Clothes

Collection of 'Wanted' broadsheets

Lock of hair from previous bounty

Silk Rope (50 feet)

2 sets of manacles

Light Crossbow

Crossbow Bolts (20)

Potion of Healing

Healer's kit

Backpack

Bedroll

Belt Pouch

Clothes

Collection of 'Wanted' broadsheets

Lock of hair from previous bounty

Silk Rope (50 feet)

2 sets of manacles

EQUIPMENT

Unarmoured Defence: AC = 10 + Wis + Dex bonus
Unarmed Strike: As a result of your training with martial arts, your unarmed strike is considered to be a finesse weapon that deals 1d6 bludgeoning dmg on a hit. Your unarmed strikes are considered to be magical for overcoming resistance and immunities.

Ki (3 points): Your training allows you to channel energy, called ki, to create supernatural effects, including dazzlingly fast attacks and blinding speed. Your access to this magical energy is represented by a number of ki points. When you spend a ki point, it becomes unavailable until you complete a short rest or a long rest.

Flurry of Blows. When you attack with your unarmed strike on your turn, you can spend 1 ki point to make an additional unarmed attack as a part of the same action. You can decide to spend this point after seeing the result of the previous attack.
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.

Deflect Missiles: Reduce damage from missile attacks by 1d10+Dex bonus(3)+level(3). If damage is reduced to 0, you can expend 1 ki point and throw the missile back. You do your monk damage.

Monastic Tradition. Way of the Shadow.

Gain the Minor Illusion cantrip.

Expend 2 ki points to cast: Darkness, Darkvision, Pass Without Trace, or Silence. You need no material components

FEATURES & TRAITS



Jet d'Walker

CHARACTER NAME

22

AGE

6'1"

HEIGHT

88kg

WEIGHT

Green

EYES

Tanned

SKIN

Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Bounty Hunter. You track down and capture fugitives for the bounty placed on their heads.

Bounty Board. When you are in an area of civilization, you can find information about fugitives and the bounties placed on their heads, and you can secure the legal authority to hunt down and capture or kill these fugitives. Sometimes the authorities will come to you, as an established bounty hunter, with specific requests. Your reputation and knowledge make it easy for you to establish useful contacts in the town watch or guard.

When you attempt to locate a fugitive, if you fail to locate that quarry yourself, you often know where to go and from whom to obtain information on that quarry's whereabouts. Usually this comes in the form of contacts you have cultivated on past hunts. Your DM might rule that this information is unavailable - some creatures have ways of hiding themselves that are very difficult to uncover.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

Monk

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

12

SPELL SAVE DC

4

SPELL ATTACK
BONUS

0

CANTRIPS

Minor Illusion

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

Darkness

SPELL NAME

- ☐ Darkvision
- ☐ Pass without trace
- ☐ Silence

4

7

8

2

5

9

SPELLS KNOWN



Jet d'Walker

CHARACTER NAME

Backpacks can hold no more than 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.

Backpack



Small Pocket 1

Small Pocket 2

Small Pocket 3

Small Pocket 4

Flap Pouch

Middle Pouch

Bed Roll

Rope

Ammo

Torches

Treasure Purse

Copper =

Silver =

Electrum =

Gold =

Platinum =

Additional Treasure

Main Pouch