

		Race		Half-Orc (Mark of Finding)				
		Background		Folk Hero				
Character Name				Alignment		Player Name		
<b>+2</b>		Proficiency Bonus		Class(es)		Monk 2		
						Inspiration Points		
Ability Scores	10		15		14		Ability Scores	
	Strength	+0	Dexterity	+2	Constitution	+2		
	8		16		12			
	Intelligence	-1	Wisdom	+3	Charisma	+1		
Skills (proficiency / expertise / bonus)			Saving Throws (prof. / bonus)			15		
Athletics <input type="checkbox"/> <input type="checkbox"/> +0			Strength <input checked="" type="checkbox"/> +2			Hit Dice & Rolls 2d8		
Acrobatics <input checked="" type="checkbox"/> <input type="checkbox"/> +4			Dexterity <input checked="" type="checkbox"/> +4			10 7		
Sleight of Hand <input type="checkbox"/> <input type="checkbox"/> +2			Constitution <input type="checkbox"/> +2			Unarmored Defence		
Stealth <input checked="" type="checkbox"/> <input type="checkbox"/> +4			Intelligence <input type="checkbox"/> -1			Armour Class		
Arcana <input type="checkbox"/> <input type="checkbox"/> -1			Wisdom <input type="checkbox"/> +3			Hit Point Max 17		
History <input type="checkbox"/> <input type="checkbox"/> -1			Charisma <input type="checkbox"/> +1			Current HP		
Investigation <input type="checkbox"/> <input type="checkbox"/> -1			Other Proficiencies & Languages			+2 40ft		
Nature <input type="checkbox"/> <input type="checkbox"/> -1						Initiative Speed Temp.		
Religion <input type="checkbox"/> <input type="checkbox"/> -1			Armor None			Death Saves		
Animal Handling <input checked="" type="checkbox"/> <input type="checkbox"/> +5						Success		
Insight <input type="checkbox"/> <input type="checkbox"/> +3			Weapons Simple, Shortswords			Failure		
Medicine <input type="checkbox"/> <input type="checkbox"/> +3								
Perception <input type="checkbox"/> <input type="checkbox"/> +3			Tools Smith's Tools, Carpenter's Tools, Vehicles (land)			Attacks and Spellcasting		
Survival <input checked="" type="checkbox"/> <input type="checkbox"/> +5								
Deception <input type="checkbox"/> <input type="checkbox"/> +1			Languages Common, Goblin			Name Bonus Damage / Type		
Intimidation <input type="checkbox"/> <input type="checkbox"/> +1								
Performance <input type="checkbox"/> <input type="checkbox"/> +1			Unarmed Strike Damage 1d 4			Dart +4 1d4+2 piercing		
Persuasion <input type="checkbox"/> <input type="checkbox"/> +1			Ki Save DC 13			Finesse, thrown (range 20/60)		
13 Passive Wisdom (Perception)			Ki Stat Wis			Unarmed Strike +4 1d4+2 bludgeon		
			Notes			Can make as bonus action after attack (see Martial Arts)		
<b>Unarmored Defense</b> While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.			<b>Hunter's Intuition.</b> Whenever you make a Wisdom (Perception) or a Wisdom (Survival) check, you can roll a d4 and add the number rolled to the total ability check.			Quarterstaff +4 1d6+2 bludgeon		
						Versatile (1d8)		
<b>Darkvision 60ft</b>			<b>Finder's Magic.</b> You can cast the <b>Hunter's Mark</b> spell with this trait. (more at level 3)					
<b>Unarmored Movement</b> Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. (more stuff at 9th level)								
Equipment	Quarterstaff, Explorer's pack, Dart x10			Carpenter's Tools, Shovel, Iron pot, Common clothes, Belt pouch			Gold 10	
							Silver	
							Copper	
				100gp notes		Bits		
				10gp notes				

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Character Name			Alignment			Player Name		
Age	Height	Weight	Eye Colour	Hair Colour	Motivations			
Character Appearance				Personality Traits				
				Ideals				
				Bonds				
				Flaws				
Notes	<b>Martial Arts</b> At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property.  You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:  - You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. - You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table. - 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.		<b>Feature: Rustic Hospitality</b> Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.				Notes	
	<b>Ki</b> Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.  You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.  When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.  Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:  Ki save DC = 8 + your proficiency bonus + your Wisdom modifier  - Flurry of Blows. Immediately 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.							