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CHARISMA

PASSIVE WISDOM (PERCEPTION)

O +5 Perception (Wis)

• +2 Religion (Int)

● <u>+3</u> Stealth (Dex) O +5 Survival (Wis)

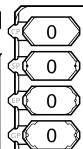
SKILLS

Proficiencies:

Simple weapons, shortswords, unarmed, one type of artisan's tools or one musical instrument, light armor, medium armor, shields, simple weapons, martial weapons.

Languages: Common, Sylvan

OTHER PROFICIENCIES & LANGUAGES



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TODO: Describe your equipment from your Monk class and Hermit background.

FEATURES & TRAITS

Features and Magic Items

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Unarmored Defense

Source: Monk

Beginning at 1st level, while you are wearing no armor and not wearing a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

This bonus is computed in the AC given on the Character Sheet above.

Martial Arts

Source: Monk

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 dont have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you arent 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 quarter- staff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of w ood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for

Discovery

Source: Background (Hermit)

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature.

It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society.

Work with your DM to determine the details of your discovery and its impact on the campaign.