



# DUNGEONS & DRAGONS

Eva Stonefist

CHARACTER NAME

Monk

CLASS

PLAYER NAME

Human

RACE

EXPERIENCE POINTS & LEVEL

## STRENGTH

16

+3

## DEXTERITY

14

+2

## CONSTITUTION

13

+1

## INTELLIGENCE

11

+0

## WISDOM

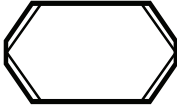
15

+2

## CHARISMA

9

-1



### Equipment

Cloth  
Quarterstaff  
Explorers Pack

### Proficiencies

Armor: None  
Weapons: Simple  
weapons

### Unarmored Defense

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

### Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortwords 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.

### Speed

Your base walking speed is 30 feet.

## EQUIPMENT

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+5

1d8 Bludgeoning + 3

## ATTACKS & SPELLCASTING

Hit Point Maximum 9

CURRENT HIT POINTS

+2

PROFICIENCY

14

ARMOUR  
CLASS

+2

INITIATIVE

- **+5** Strength
- **+4** Dexterity
- **+1** Constitution
- **+0** Intelligence
- **+2** Wisdom
- **-1** Charisma

## SAVING THROWS

- **+4** Acrobatics (Dex)
- **+2** Animal Handling (Wis)
- **+0** Arcana (Int)
- **+3** Athletics (Str)
- **-1** Deception (Cha)
- **+0** History (Int)
- **+4** Insight (Wis)
- **-1** Intimidation (Cha)
- **+0** Investigation (Int)
- **+2** Medicine (Wis)
- **+0** Nature (Int)
- **+2** Perception (Wis)
- **-1** Performance (Cha)
- **-1** Persuasion (Cha)
- **+0** Religion (Int)
- **+2** Sleight of Hand (Dex)
- **+2** Stealth (Dex)
- **+2** Survival (Wis)

## SKILLS

### Languages

Elvish  
Common

## NOTES