

Monk1

CHARACTER NAME

Monk 20

CLASS & LEVEL

Half-Elf

RACE

Pirate

BACKGROUND

Lawful good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

+0

10

CHARISMA

+0

10

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☒ +8 Strength
- ☒ +8 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☒ +8 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +8 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☒ +7 History (Int)
- ☒ +6 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +6 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☒ +7 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

60

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Unarmed

+8

1d10+2/b

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

16

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Simple weapons, shortwords, unarmed, one type of artisan's tools or one musical instrument.

Languages:

Common, Elvish, [choose one]

OTHER PROFICIENCIES & LANGUAGES

CP 0

SP 0

EP 0

GP 0

PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Darkvision (60')

--Deflect Missiles (1d10+22)

--Diamond Soul

--Empty Body

--Evasion

--Extra Attack (2x)

--Fey Ancestry

--Flurry of Blows

--Ki (20 pts, DC=14)

--Ki-Empowered Strikes

--Martial Arts

--Open Hand Technique

--Patient Defense

--Perfect Self

--Purity of Body

--Quivering Palm

--Ship's Passage

--Slow Fall

--Step of the Wind

--Stillness of Mind

--Stunning Strike

--Timeless Body

--Tongue of the Sun and Moon

--Tranquility

--Unarmored Defense

--Unarmored Movement

--Wholeness of Body

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS