

Monk1

CHARACTER NAME

Monk 20

CLASS & LEVEL

Forest Gnome

RACE

Charlatan

BACKGROUND

Lawful good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

+0

10

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☒ +5 Strength
- ☒ +9 Dexterity
- ☐ +1 Constitution
- ☐ +2 Intelligence
- ☐ +2 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ +2 History (Int)
- ☐ +2 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☒ +8 Religion (Int)
- ☒ +9 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

55

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

+9

1d10+3/b

Armor: None

Shield: None

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

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

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

Languages:

Common, Gnomish

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+23)
- Diamond Soul
- Empty Body
- Evasion
- Extra Attack (2x)
- False Identity
- Flurry of Blows
- Gnome Cunning
- Ki (20 pts, DC=16)
- Ki-Empowered Strikes
- Martial Arts
- Natural Illusionist
- Open Hand Technique
- Patient Defense
- Perfect Self
- Purity of Body
- Quivering Palm
- Slow Fall
- Speak with Small Beasts
- 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

TODO: Describe other features and abilities your character has.

FEATURES & TRAITS