

## 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

SUCCESSES

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

# Features and Magic Items

## Monk1

### Subclasses

#### Subclass: Way of the Open Hand

Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

### Features

#### Darkvision (60')

**Source:** Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

#### Deflect Missiles (1d10+22)

**Source:** Monk

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free.

If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

#### Diamond Soul

**Source:** Monk

Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

### Empty Body

**Source:** Monk

Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage. Additionally, you can spend 8 ki points to cast the astral projection spell, without needing material components. When you do so, you can't take any other creatures with you.

### Evasion

**Source:** Class (many)

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

### Extra Attack (2x)

**Source:** Monk

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### Fey Ancestry

**Source:** Race (Elf)

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

### Flurry of Blows

**Source:** Monk

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.

### Ki (20 pts, DC=14)

**Source:** Monk

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

## Ki-Empowered Strikes

**Source:** Monk

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage

## 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 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 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 wood 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

## Open Hand Technique

**Source:** Monk (Way of the Open Hand)

Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn

## Patient Defense

**Source:** Monk

You can spend 1 ki point to take the Dodge action as a bonus action on your turn

## Perfect Self

**Source:** Monk

At 20th level, when you roll for initiative and have no ki points remaining, you regain 4 ki points.

## Purity of Body

**Source:** Monk

At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

## Quivering Palm

**Source:** Monk (Way of the Open Hand)

At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

## Ship's Passage

**Source:** Background (Sailor)

When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your Dungeon Master will determine how long it takes to

get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage

## Slow Fall

**Source:** Monk

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

## Step of the Wind

**Source:** Monk

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

## Stillness of Mind

**Source:** Monk

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened

## Stunning Strike

**Source:** Monk

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn

## Timeless Body

**Source:** Monk

At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

## Tongue of the Sun and Moon

**Source:** Monk

Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

## Tranquility

**Source:** Monk (Way of the Open Hand)

Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 8 + your Wisdom modifier + your proficiency bonus

## 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.

## Unarmored Movement

**Source:** Monk

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.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

## Wholeness of Body

**Source:** Monk (Way of the Open Hand)

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again

## Magic Items