

Name

Saerus Neale

Class

Monk

☐ Caster

Level

4

Player

Brendan

Race

Human

Experience

Next Level

Campaign

Deity

Maker

Alignment

NN

Background

inspiration

☐

proficiency bonus

2

Score

13

STRENGTH

Mod

1

Save

☐

☐ Athletics

20

DEXTERITY

5

☐

☒ Acrobatics

☐ Sleight\_of\_hand

☐ Stealth

16

CONSTITUTION

3

☐

14

INTELLIGENCE

2

☐

☐ Arcana

☐ History

☐ Investigation

☐ Nature

☐ Religion

16

WISDOM

3

☐

☐ Animal\_handling

☒ Insight

☐ Medicine

☐ Perception

☐ Survival

13

CHARISMA

1

☐

☐ Deception

☐ Intimidation

☐ Performance

☐ Persuasion

Other Proficiencies

Smithy

31

18

+5

hp

armor class

initiative

Temp Hp

Max Hp

Death Saves

Successes

Failures

Weapons / Attacks

Weapon (Type/Range)	Attack	Damage
Unarmed	+7	d4

Equipment

☐ ADVENTURER'S PACK: a backpack, healer's kit, mess kit, tinderbox, 10 torches (1 hr, bright 20' radius + 20' dim light) , 10 days of rations, 50' hempen rope, and a waterskin.

name	weight	loc	worth
Explorers pack			
Smithy Supplies			

Exploration

Passive Perception

Speed (ft)

40

☐ Heavy Armor

Overland

(mph)

(mpd)

personality

Quiet and contemplative, but sure in his abilities and philosophy. Helps others when it furthers his goals for society.

ideals

The expression of true humanity is achieved through unique acts, writing music, making, crafting etc. Social only constructs, nobility, titles, is purposeless.

bonds

His family (mother, father, two brothers and a sister) is very much alive as far as he knows, and are farmers.

flaws

May have killed someone when he was younger.

Features & Traits

Martial Arts- Can use dex instead of strength for attack and dmg  
Martial Arts- If attack monk or unarmed, can make another as bonus action  
Ki - save=8+prof+wismod=8+2+3=13 Expend a ki point for:  
-Flurry- after attack make 2 unarmed strikes as bonus  
-Dodge - dodge as bonus  
-Disengage or dash as bonus and jump is doubled  
Deflect Missiles- use reaction, dmg is reduced by d10+dex+lvl=d10+9, can spend ki point to throw back  
Slow fall- reduce falling damage by 20  
Open hand- when hit with flurry of blows,  
-Dex save or knocked prone  
-Strength or be pushed 15ft  
-No reactions