

Aurora

CHARACTER NAME

Monk, Level 0

CLASS & LEVEL

Human

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

X

INSPIRATION

10

+0 SAVING THROWS
+0 ATHLETICS

+0

STRENGTH

These are skills

14

+2 SAVING THROWS
+3 ACROBATICS
+2 SLEIGHT OF HAND
+3 STEALTH

+2

DEXTERITY

Proficient, y/n?

10

+0 SAVING THROWS

+0

CONSTITUTION

10

+0 SAVING THROWS
+0 ARCANA
+0 HISTORY
+0 INVESTIGATION
+0 NATURE
+1 RELIGION

+0

INTELLIGENCE

10

+0 SAVING THROWS
+0 ANIMAL HANDLING
+0 INSIGHT
+0 MEDICINE
+0 PERCEPTION
+0 SURVIVAL

+0

WISDOM

10

+0 SAVING THROWS
+0 DECEPTION
+0 INTIMIDATION
+0 PERFORMANCE
+0 PERSUASION

+0

CHARISMA

X

PASSIVE WISDOM (PERCEPTION)

12

ARMOR CLASS

X

INITIATIVE

30ft.

SPEED

HIT POINT MAXIMUM 10

Health

CURRENT HIT POINTS

X

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESS

FAILURES

DEATH SAVED

X

PERSONALITY TRAITS

X

IDEALS

X

BONDS

X

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Nunchaku

+3

1d4+2

Unarmed Attack

+3

1d4+2

Attack Bonus (Bonus Chance to hit on attacks):

Monk Melee weapons and unarmed attacks get a Dexterity Bonus (+2)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Weapon attack damage
Roll one four sided die (1d4)

+ Dexterity Bonus? (+2)

= Your Attack Damage (1d4 + 2)

ATTACKS & SPELLCASTING

Unarmored Defense: When not wearing armor, your armor class is:
10 + dexterity bonus (+2) + wisdom bonus (+0) = 12

Martial Arts:
When making an attack, you can make an unarmed attack as a bonus action

FEATURES & TRAITS

Languages: Common, Infernal

Proficient with equipment: Light Armor and Monk Weapons

Proficient at skills: Stealth, Acrobatics, Religion

OTHER PROFICIENCIES & LANGUAGES

Aurora: None, See Features and Traits

EQUIPMENT & CHARACTER NOTES