

## The Nameless One

CHARACTER NAME

Level 2 Human Monk  
CHARACTER LEVEL, RACE, & CLASS

850  
EXPERIENCE

Hermit  
BACKGROUND

ALIGNMENT DEITY

Player One  
PLAYER NAME

### STRENGTH

12

+1

### DEXTERITY

15

+2

### CONSTITUTION

13

+1

### INTELLIGENCE

10

+0

### WISDOM

16

+3

### CHARISMA

8

-1

### PROFICIENCY BONUS

+2

- ☒ +3 Strength
- ☒ +4 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☐ +3 Wisdom
- ☐ -1 Charisma

CONDITIONAL

### SAVING THROWS

- ☒ +4 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +5 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☒ +5 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

13 PASSIVE PERCEPTION

### ARMOR

Unarmored Defense (Monk) (15)

### SHIELD

15

AC

### ARMOR CLASS

### MAXIMUM

18

### HIT DICE

2d8

### TEMPORARY

### CURRENT HIT POINTS

### SPEED

40ft.

### FLY

0ft.

### CLIMB

0ft.

### SWIM

0ft.

### VISION

### INSPIRATION

### EXHAUSTION

### SPEED, SENSES, & CONDITIONS

### RACIAL TRAITS

### INITIATIVE

+2

1 Attack / Attack Action

NAME	RANGE	ATTACK	DAMAGE / TYPE
Quarterstaff	5 ft	+3 vs AC	1d6+1 bludgeoning
Versatile			

### ATTACKS & SPELLCASTING

**Lucky (3/Long Rest).** Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

**Unarmored Defense.** While you are wearing no armor and not wielding a shield, your AC equals 15.

**Martial Arts.** Your unarmed strike does 1d4+2 damage. You can use Strength or Dexterity for these attacks. 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 quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

**Ki.** You have 2 Ki Points and your Ki DC is 13

**Flurry of Blows (Bonus Action—Ki).** Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes.

**Patient Defense (Bonus Action—Ki).** You can spend 1 ki point to take the Dodge action on your turn.

**Step of the Wind (Bonus Action—Ki).** You can spend 1 ki point to take the Disengage or Dash action on your turn, and your jump distance is doubled for the turn.

**Unarmored Movement.** Your speed increases by 10 feet while you are not wearing armor or wielding a shield.

### FEATURES & TRAITS

**Armor Proficiencies.** —

**Weapon Proficiencies.** Simple Weapons, Shortsword

**Tool Proficiencies.** Thelarr, Herbalism kit

**Languages.** Common, Elvish, Undercommon

### PROFICIENCIES & LANGUAGES



## The Nameless One

CHARACTER NAME

Male		5'8"	176 lb.
GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.  
I am utterly serene, even in the face of disaster.

PERSONALITY TRAITS

Live and Let Live. Meddling in the affairs of others only causes trouble. (Neutral)

IDEAL

I'm still seeking the enlightenment I pursued in my seclusion, and it still eludes me.

BOND

Now that I've returned to the world, I enjoy its delights a little too much.

FLAW

### Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society.

BACKGROUND FEATURE

TRINKET

You lived in seclusion—either in a sheltered community such as a monastery, or entirely a lone—for a formative part of your life. In your time apart from the clamor of society, you found quiet, solitude, and perhaps some of the answers you were looking for.

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

## QUEST ITEMS & TRINKETS

Quarterstaff

Weapons

4 lb.

Player's Handbook

Explorer's Pack

Equipment Packs

Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

10 lbs.

Player's Handbook

Dart

Weapons

1/4 lb.

Player's Handbook

Dart

Weapons

1/4 lb.

Player's Handbook

Dart

Weapons

1/4 lb.

Player's Handbook

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1/4 lb.

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Player's Handbook

Dart

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1/4 lb.

Player's Handbook

Dart

Weapons

1/4 lb.

Player's Handbook

### Dart

*Weapons*

1/4 lb.

Player's Handbook

### Dart

*Weapons*

1/4 lb.

Player's Handbook

### Dart

*Weapons*

1/4 lb.

Player's Handbook

### Thelarr

*Musical Instruments*

Also known as a whistlecane, a simple and easy-to-make wind instrument cut from a reed. They are so simple, in fact, that skilled bards frequently make and give them away to children-to the parents' delight or regret.

1 lbs.

Sword Coast Adventurer's Guide

### Blanket

*Adventuring Gear*

3 lb.

Player's Handbook

### Case, Map or Scroll

*Adventuring Gear*

This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

1 lb.

Player's Handbook

### Clothes, Common

*Adventuring Gear*

3 lb.

Player's Handbook

### Herbalism Kit

*Tools*

Proficiency with an herbalism kit allows you to identify plants and safely collect their useful elements.

**Components.** An herbalism kit includes pouches to store herbs, clippers and leather gloves for collecting plants, a mortar and pestle, and several glass jars.

**Arcana.** Your knowledge of the nature and uses of herbs can add insight to your magical studies that deal with plants and your attempts to identify potions.

**Investigation.** When you inspect an area overgrown with plants, your proficiency can help you pick out details and clues that others might miss.

**Medicine.** Your mastery of herbalism improves your ability to treat illnesses and wounds by augmenting your methods of care with medicinal plants.

**Nature and Survival.** When you travel in the wild, your skill in herbalism makes it easier to identify plants and spot sources of food that others might overlook.

**Identify Plants.** You can identify most plants with a quick inspection of their appearance and smell.

HERBALISM KIT

**Activity DC**

Find plants 15

Identify poison 20

3 lbs.

Player's Handbook