

Monk/Way of the Open Hand 4 Acolyte Nathan **CLASS & LEVEL** BACKGROUND PLAYER NAME Dragonborn **Neutral Good** RACE ALIGNMENT **EXPERIENCE POINTS**



0 Medicine (Wis)

-1 Performance (Cha)

O +3 Sleight of Hand (Dex)

SKILLS

O -1 Persuasion (Cha)

+1 Religion (Int)

O +3 Stealth (Dex)

O 0 Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

_-1 Nature (Int) O Perception (Wis)

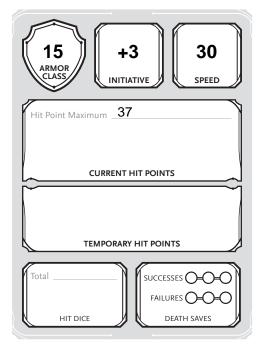
10

0

CHARISMA

Armor.Light

Tools.





I quote (or misquote) sacred texts and proverbs in almost every situation. PERSONALITY TRAITS Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful) IDFALS I would die to recover an ancient relic of my faith that was lost long ago. BONDS I am inflexible in my thinking.

Draconic Ancestry. You have draconic ancestry. Choose on type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

FLAWS

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

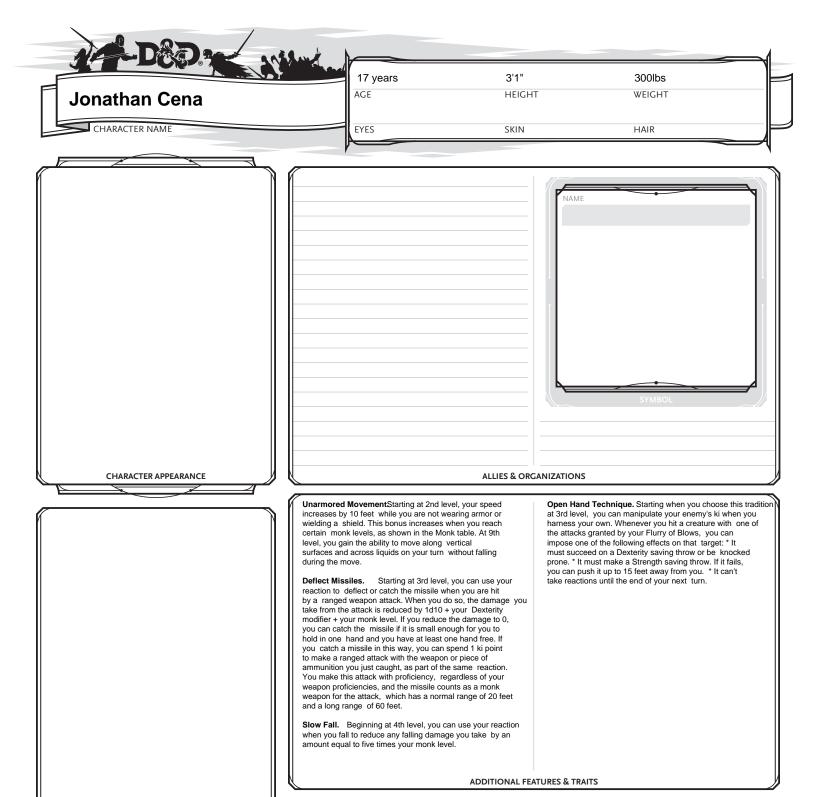
Ki. Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table. You can spend these points to fuel 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

Flurry of Blows. 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.

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

Step of the Wind. 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.

Languages.Common, Draconic WeaponSimple, Shortsword OTHER PROFICIENCIES & LANGUAGES



TREASURE

CHARACTER BACKSTORY

