

Johnathan Cena

CHARACTER NAME

Monk/Way of the Open Hand 4 Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dragonborn

Lawful Good

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

17

+3

CONSTITUTION

14

+2

INTELLIGENCE

11

0

WISDOM

8

-1

CHARISMA

10

0

INSPIRATION

+2

PROFICIENCY BONUS

- ✱ +5 Strength
- ✱ +5 Dexterity
- +2 Constitution
- 0 Intelligence
- -1 Wisdom
- 0 Charisma

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 37

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

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)

IDEALS

I would die to recover an ancient relic of my faith that was lost long ago.

BONDS

I am inflexible in my thinking.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Unarmed Strike

+5

1d4 +3 bludgeoning

Dart

+5

1d4 +3 piercing

Club

+5

1d4 +3 bludgeoning

ATTACKS & SPELLCASTING

9

PASSIVE WISDOM (PERCEPTION)

Languages.Common, Draconic

Weapon.Simple, Shortsword

Armor.Light

Tools.Dulcimer

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

Draconic Ancestry. You have draconic ancestry. Choose one 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.

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 rest.

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.

FEATURES & TRAITS



Johnathan Cena

CHARACTER NAME

27 years

AGE

6'1"

HEIGHT

300lbs

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Unarmored Movement 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.

Deflect Missiles. 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, which has a normal range of 20 feet and a long range of 60 feet.

Slow Fall. 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.

Open Hand Technique. 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.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

5

8

9

SPELLS KNOWN