

Haup Lightsnow

CHARACTER NAME

Shadow Monk 10

CLASS & LEVEL

Rock Gnome

RACE

Acolyte

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+4

18

CONSTITUTION

+4

18

INTELLIGENCE

+2

14

WISDOM

+4

18

CHARISMA

-1

9

INSPIRATION

+4

PROFICIENCY BONUS

- **+3** Strength
- **+8** Dexterity
- **+4** Constitution
- **+2** Intelligence
- **+4** Wisdom
- **-1** Charisma

SAVING THROWS

- **+4** Acrobatics (Dex)
- **+4** Animal Handling (Wis)
- **+2** Arcana (Int)
- **-1** Athletics (Str)
- **-1** Deception (Cha)
- **+6** History (Int)
- **+8** Insight (Wis)
- **+3** Intimidation (Cha)
- **+2** Investigation (Int)
- **+4** Medicine (Wis)
- **+2** Nature (Int)
- **+8** Perception (Wis)
- **-1** Performance (Cha)
- **-1** Persuasion (Cha)
- **+6** Religion (Int)
- **+4** Sleight of Hand (Dex)
- **+8** Stealth (Dex)
- **+4** Survival (Wis)

SKILLS

18

ARMOR CLASS

+3

INITIATIVE

40 ft

SPEED

Hit Point Maximum 93

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 10d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Unarmed +8 1d6 + 4 B

Dart x10 +8 1d4 + 4 P

Martial Arts
Unarmored Movement
Ki (10 points)
Flurry of Blows (1 ki)
Patient Defense (1 ki)
Step of the Wind (1 ki)
Stunning Strike (1 ki)
Deflect Missiles
Extra Attack
Evasion
Stillness of Mind
Shadow Arts
Shadow Step

ATTACKS & SPELLCASTING

Unarmored Defense

Slow Fall

Ki-Empowered Strikes

Purity of Body

Strength of Will - Whenever you fail a mental saving throw or are reduced to below 0 hitpoints, you can take a full turn. This takes place after the turn that moved you to such, but before any of the effects take place.

Devil's Sight - You can see in darkness, both magical and nonmagical, up to a distance of 120 feet.

Twitchy - When you take a bonus action on a turn, you can take the same bonus action one more time as a free action.

12

PASSIVE WISDOM (PERCEPTION)

Common, Gnomish
Simple Weapons, Shortswords
Banjo, Tinker's Tools

OTHER PROFICIENCIES & LANGUAGES

CP Explorer's Pack
SP Shortsword [finesse, light, melee]
EP Ring of Retaliation
GP Ring of Tavern Rage
PP Wraps of the Blind Monk

EQUIPMENT

FEATURES & TRAITS

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Minor Illusion

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

- Darkness (2 ki)
- Pass Without a Trace (2 ki)
- Silence (2 ki)
- Darkvision (2 ki)

3

4

5

6

7

8

9