

dorothy

CHARACTER NAME

Monk (3)

CLASS & LEVEL

Human/Calishite

RACE

Acolyte

BACKGROUND

Neutral

ALIGNMENT

Sean

PLAYER NAME

1465

EXPERIENCE POINTS

STRENGTH

0

11

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+1

13

WISDOM

+2

14

CHARISMA

0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +2 Strength
- ☒ +4 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☐ 0 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+2

INITIATIVE

40/30

SPEED

Hit Point Maximum 27

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dart

+4

1d4 + 2 piercing

Quarterstaff

+4

1d6 + 2 bludgeoning

- Martial Arts. Unarmed strike or monk weapon, melee, 1d4 + 2 damage.

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Alchemist's Supplies

Weapon Proficiencies: Shortsword; Simple

Language Proficiencies: Common; Draconic; Goblin; Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Pouch (1); Clothes, common (1); Piton (10); Waterskin (1); Incense (5); Rations (1 day) (10); Rope, hempen (1); Amulet (1); Vestments (1); Tinderbox (1); Hammer (1); Backpack (1); Prayer Wheel (1); Crowbar (1); Torch (10)

EQUIPMENT

FEATURES & TRAITS



dorothy

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

NAME

SYMBOL

BONUS ACTIONS

Flurry of Blows. After you take Attack action, spend 1 ki to make 2 unarmed strikes.

Martial Arts. Make an extra unarmed strike when you take Attack action.

Patient Defense. Spend 1 ki point to take the Dodge action.

Step of the Wind. Spend 1 ki point to take the Disengage or Dash action and jump distance is doubled for the turn.

-----Reactions-----

Deflect Missiles. When hit by a ranged attack, reduce the damage by $1d10 + 5$. If you reduce it to 0, you can catch the missile and use it in a ranged attack as a monk weapon with range 20/60.

-----Other Traits-----

Ki. You have 3 ki points.

Open Hand Technique. When you hit with Flurry of Blows, you impose one of the effects on the target: 1) must make a DC 12 DEX save or be knocked prone. 2) make a DC 12 STR save or be pushed 15 ft. 3) can't take reactions until end of your next turn.

Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith.