CHARACTER NAME

BACKGROUND: Human | CLASS: Monk | SPECIES: | SUBCLASS: Open Hand | LEVEL | XP

ARMOR CLASS: 15 [Level 4] 16

HIT POINTS: CURRENT | TEMP | MAX

HIT DICE: SPENT | d8 (x Level) MAX

DEATH SAVES: SUCCESSES | FAILURES

HP = 9 x Level + 3

DUNGEONS & DRAGONS

PROFICIENCY BONUS: +2 (+3 at Level 5)

INITIATIVE: +5 [Level 4] +6 [Level 5] +7

SPEED: 30 [Level 2] 40

SIZE: Medium

PASSIVE PERCEPTION: 14 [Level 5] 15

STRENGTH +0 MODIFIER | 10 SCORE
- ⊗ Saving Throw
- ○ Athletics

DEXTERITY +4 (18) at Level 4 — +3 MODIFIER | 17 SCORE
- ⊗ Saving Throw
- ⊗ Acrobatics
- ○ Sleight of Hand
- ⊗ Stealth

CONSTITUTION +2 MODIFIER | 14 SCORE
- ○ Saving Throw

HEROIC INSPIRATION

INTELLIGENCE +1 MODIFIER | 12 SCORE
- ○ Saving Throw
- ○ Arcana
- ○ History
- ○ Investigation
- ○ Nature
- ⊗ Religion

WISDOM +2 MODIFIER | 14 SCORE
- ○ Saving Throw
- ○ Animal Handling
- ⊗ Insight
- ○ Medicine
- ⊗ Perception
- ○ Survival

CHARISMA -1 MODIFIER | 8 SCORE
- ○ Saving Throw
- ○ Deception
- ○ Intimidation
- ○ Performance
- ○ Persuasion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Spear	+5	1d8+3 piercing	Thrown 20/60
Unarmed Strike	+5	1d6+3 bludgeoning	Damage, Grapple or Shove
Dagger	+5	1d6+3 piercing	Thrown 20/60

Attack Bonus:
[Level 4] All weapons: +6
[Level 5] All weapons: +7

Damage:
[Level 4] All weapons +4
[Level 5] All weapons 1d8+4

CLASS FEATURES PHB pg. 101

[Level 1] Martial Arts
Bonus Unarmed Strike. Unarmed Strike as Bonus Action

[Level 2] Monk's Focus
Number of Focus Points = Level (Recharge after Short or Long Rest)
Flurry of Blows (1 FP): 2x Unarmed Strikes as BA
Patient Defense: Disengage as BA (and Dodge for 1 FP)
Step of the Wind: Dash as BA (and Disengage for 1 FP)

[Level 2] Uncanny Metabolism (1/Long Rest).
When rolling Initiative, regain all Focus Points, heal 1d6 [Level 5 = 1d8] + Level.

[Level 3] Deflect Attacks (Reaction). Reduce damage from Attack by 1d10+DEX+Level; if reduced to 0, spend 1 FP to force Attacker (60 ft. range) DC 12 [Level 5 = 13] DEX save or take 2d6+DEX [Level 5= 2d8 +DEX] damage

SPECIES TRAITS PHB, pg. 194

[Level 1] Human traits
Resourceful. Gain Heroic Inspiration after Long Rest.

Tough (feat). Gain +2 max. HP per Level

FEATS

[Level 1] Alert.
Initiative Swap. After rolling Initiative, swap with ally

[Level 4] Sentinel.
Guardian. When creature within 5 ft. Disengages or hits another target with Attack, make Opportunity Attack.
Halt. On hit with Opp. Atk. target's Speed = 0 for rest of turn

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light | Medium | Heavy | Shields

WEAPONS

simple weapons, martial weapons that have the Light property, improvised weapons

TOOLS

Flute

[Level 3] Open Hand Technique.
On hit with Flurry of Blows, choose:
Addle. Target can't make Opportunity Attacks until start of its next turn.
Push. Target must make DC 12 [Level 5 = 13] STR save or be pushed 15 ft. away.
Topple. Target must make DC 12 [Level 5 = 13] DEX save or be Prone.

[Level 4] Slow Fall (Reaction).
Reduce falling damage by 5 x Level.

[Level 5] Extra Attack.
Attack 2x with Attack Action.

[Level 5] Stunning Strike (1/Turn).
On hit, spend 1 FP to force target to make DC 12 [Level 5 = 13] CON save or be Stunned until start of your next turn. On success, target's speed is halved, and next Attack against them as Advantage.

Notes:

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Elvish, Halfling

EQUIPMENT

spear, ten (10) darts, flute, set of common clothes, holy symbol: amulet, calligrapher's supplies, prayer book, parchment (10 sheets), robe.

1 potion of healing

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			10	

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