

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

CHARACTER NAME

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

○

PROFICIENCY BONUS

○

DEXTERITY

○

○ Strength

○ Dexterity

○ Constitution

○ Intelligence

○ Wisdom

○ Charisma

CONDITIONAL

CONSTITUTION

○

SAVING THROWS

○ Acrobatics (Dex)

○ Animal Handling (Wis)

○ Arcana (Int)

○ Athletics (Str)

○ Deception (Cha)

○ History (Int)

○ Insight (Wis)

○ Intimidation (Cha)

○ Investigation (Int)

○ Medicine (Wis)

○ Nature (Int)

○ Perception (Wis)

○ Performance (Cha)

○ Persuasion (Cha)

○ Religion (Int)

○ Sleight of Hand (Dex)

○ Stealth (Dex)

○ Survival (Wis)

SKILLS

INTELLIGENCE

○

PASSIVE PERCEPTION

○

WISDOM

○

○

CHARISMA

○

○

STEALTH DISADVANTAGE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM HIT DICE TEMPORARY

○ ○ ○

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED FLY CLIMB SWIM

VISION INSPIRATION EXHAUSTION

SPEED, SENSES, & CONDITIONS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

RACIAL TRAITS

ADVANTAGE

INITIATIVE

○

NAME	RANGE	ATTACK	DAMAGE / TYPE

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Unarmored Defense. While you are wearing no armor and not wielding a shield, your AC equals 12.

Martial Arts. Your unarmed strike does 1d6+4 damage. You can use Strength or Dexterity for these attacks. When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Ki. You have 8 Ki Points and your Ki DC is 11

Flurry of Blows (Bonus Action—Ki). Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes.

Patient Defense (Bonus Action—Ki). You can spend 1 ki point to take the Dodge action on your turn.

Step of the Wind (Bonus Action—Ki). You can spend 1 ki point to take the Disengage or Dash action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement. Your speed increases by 15 feet while you are not wearing armor or wielding a shield.

Deflect Missiles (Reaction). You can 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+10. 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 (Reaction). Reduce any falling damage you take by 40.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Stunning Strike (Ki). When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Ki-Empowered Strikes. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind (Action). You can end one effect on yourself that is causing you to be charmed or frightened.

Open Hand Technique. 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: knock prone DEX Save, Push 15 feet STR Save, It can't take reactions until the end of your next turn.

Wholeness of Body (Action—1/Long Rest). You can regain 24 hit points.

FEATURES & TRAITS

Armor Proficiencies. —

Weapon Proficiencies. Simple Weapons, Shortsword

Tool Proficiencies. Carpenter's tools, Bagpipes

Languages. Common, Elvish, Goblin

PROFICIENCIES & LANGUAGES



GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	

CHARACTER NAME

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I'm driven by a wanderlust that led me away from home. I watch over my friends as if they were a litter of newborn pups.

PERSONALITY TRAITS

Change. Life is like the seasons, in constant change, and we must change with it. (Chaotic)

IDEAL

It is my duty to provide children to sustain my tribe.

BOND

There's no room for caution in a life lived to the fullest.

FLAW

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

