

monk

CHARACTER NAME

Monk 2

CLASS & LEVEL

Orc (medium)

SPECIES

Sailor

BACKGROUND

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

14

+2

CHARISMA

10

+0

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

Saving Throw Modifiers

SAVING THROWS

- ☒ +5 Acrobatics DEX
- ☐ +2 Animal Handling WIS
- ☐ +1 Arcana INT
- ☐ +0 Athletics STR
- ☐ +0 Deception CHA
- ☒ +3 History INT
- ☐ +2 Insight WIS
- ☐ +0 Intimidation CHA
- ☐ +1 Investigation INT
- ☐ +2 Medicine WIS
- ☐ +1 Nature INT
- ☒ +4 Perception WIS
- ☐ +0 Performance CHA
- ☐ +0 Persuasion CHA
- ☒ +3 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☐ +2 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+3

INITIATIVE

ARMOR

15

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

40 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

17

--

HIT POINTS

Total

2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== WEAPONS ===

Crossbow, Hand, Scimitar, Shortsword, Simple Weapons

=== TOOLS ===

Navigator's Tools, Weaver's Tools

=== LANGUAGES ===

Common, Dwarvish, Orc

=== ACTIONS ===

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

PROFICIENCIES & TRAINING

=== BONUS ACTIONS ===

Adrenaline Rush • 2 / Short Rest [] []

As a Bonus Action, you can take the Dash action. When you do, you gain 2 Temporary HP.

Relentless Endurance • 1 / Long Rest []

When you're reduced to 0 HP but not killed outright, you can drop to 1 HP instead.

Uncanny Metabolism • 1 / Long Rest []

When you roll Initiative you can regain all expended Focus Points, and regain 1d6+2 HP.

Focus Points • 2 / Short Rest [] []

Flurry of Blows

You can expend 1 Focus Point to make two Unarmed attacks.

Focused Patient Defense. You can expend 1 Focus Point to take both the Disengage and Dodge actions as a Bonus Action.

Focused Step of the Wind. You can expend 1 Focus Point to take both the Disengage and Dash actions as Bonus Action, and your jump distance is doubled for the turn.

ACTIONS

14

PASSIVE PERCEPTION

12

PASSIVE INSIGHT

11

PASSIVE INVESTIGATION

Darkvision 120 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+5

1d6+3 Piercing

Simple, Finesse, Light, Thrown, Nick, Range (20/60)

Dagger

+5

1d6+3 Piercing

Simple, Finesse, Light, Thrown, Nick, Range (20/60)

Spear

+5

1d6+3 Piercing

Simple, Thrown, Versatile, Sap, Range (20/60)

Unarmed Strike

+5

1d6+3 Bludgeoning

Unarmed Strike

+5

1d6+3 Bludgeoning

Flurry of Blows

+5

1d6+3 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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EXPERIENCE POINTS

=== MONK FEATURES ===

* Core Monk Traits • PHB-2024 101

* Martial Arts • PHB-2024 101

You gain the following benefits when unarmed or wielding only Monk weapons, provided you aren't wearing armor or wielding a Shield.

- You can make an Unarmed Strike as a Bonus Action.
- You can roll 1d6 in place of the normal damage from your Unarmed Strikes or Monk weapons.
- You can use Dex. instead of Str. for the attack and damage rolls of your Unarmed Strikes and Monk Weapons. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use Dex. instead of Str. to determine the save DC.

* Unarmored Defense • PHB-2024 101

While you aren't wearing armor or wielding a Shield, your base AC equals 15.

* Unarmored Movement • PHB-2024 102

Your speed increases by 10 ft. while you aren't wearing armor or wielding a Shield.

* Monk's Focus • PHB-2024 101

Your focus and martial training allows you to harness a well of energy within yourself called Focus Points. You have 2 Focus Points and regain all expended points after you finish a Short or Long Rest.

You can expend these points to enhance or fuel certain Monk features. You start knowing three such features:

Flurry of Blows. You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.
Patient Defense. You can take the Disengage action as a Bonus Action or expend 1 Focus Point to take both the Disengage and Dodge actions as a Bonus Act

Step of the Wind. You can take the Dash action as a Bonus Action or expend 1 Focus Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

Features that use Focus Points may require your target to make a saving throw. The save DC equals 8 + Wis. modifier + Prof. Bonus.

=== FEATS ===

* Tavern Brawler • PHB-2024 202

Damage Rerolls. Whenever you roll a damage die for your Unarmed Strike, you can reroll the die if it rolls a 1, and you must use the new roll.

Improvised Weaponry. You have proficiency with improvised weapons.

Push. When you hit a creature with an Unarmed Strike, you can deal damage to the target and also push it 5 ft. away from you. You can use this benefit only once per turn.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP 0	Dagger	1	1 lb.			
	Dagger	1	1 lb.			
SP 0	Spear	1	3 lb.			
	Backpack	1	5 lb.			
EP 0	Weaver's Tools	1	5 lb.			
	Oil	2	2 lb.			
GP 11	Rations	10	20 lb.			
	Rope	1	5 lb.			
PP 0	Bedroll	1	7 lb.			
	Tinderbox	1	1 lb.			
	Torch	10	10 lb.			
	Waterskin	1	5 lb.			
				ATTUNED MAGIC ITEMS	QTY	WEIGHT

WEIGHT CARRIED

65 lb.

ENCUMBERED

150 lb.

PUSH/DRAG/LIFT

300 lb.

EQUIPMENT