

# D&D BEYOND

CHARACTER NAME		Monk 3 CLASS & LEVEL	PLAYER NAME
		High Elf RACE	Noble (Milestone) BACKGROUND EXPERIENCE POINTS

**STRENGTH**

+1

12

**DEXTERITY**

+3

17

**CONSTITUTION**

+1

13

**INTELLIGENCE**

-1

9

**WISDOM**

+2

14

**CHARISMA**

+0

10

- +3 Strength
- +5 Dexterity
- +1 Constitution
- 1 Intelligence
- +2 Wisdom
- +0 Charisma

Saving Throw Modifiers  
Advantage against being charmed, and magic can't put you to sleep

**SAVING THROWS**

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

**SKILLS**

+3 INITIATIVE

ARMOR 15 CLASS

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

40 ft. (Walking) SPEED

Max HP 21 Current HP Temp HP --

HIT POINTS

Total 3d8 HIT DICE

SUCCESSSES FAILURES DEATH SAVES

=== WEAPONS ===  
Longbow, Longsword, Shortsword, Simple Weapons

=== TOOLS ===  
Dragonchess Set, Viol

=== LANGUAGES ===  
Celestial, Common, Elvish

**PROFICIENCIES & LANGUAGES**

=== ACTIONS ===

Standard Actions  
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Step of the Wind  
You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmed Strike  
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.

=== BONUS ACTIONS ===

Flurry of Blows  
After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Deflect Missiles Attack  
You can use your reaction to 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

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**ACTIONS**

14 PASSIVE WISDOM (PERCEPTION)

12 PASSIVE WISDOM (INSIGHT)

9 PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

**SENSES**

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dart	+5	1d4+3 Piercing	Simple, Finesse, Thrown, Range (20/60)
Unarmed Strike	+5	1d4+3 Bludgeoning	
Unarmed Strike	+5	1d4+3 Bludgeoning	
Flurry of Blows	+5	1d4+3 Bludgeoning	
Deflect Missiles Attack	+5	1d4+3	

**WEAPON ATTACKS & CANTRIPS**

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CHARACTER NAME

Monk 3

CLASS & LEVEL

PLAYER NAME

High Elf

Noble

(Milestone)

RACE

BACKGROUND

EXPERIENCE POINTS

## ==== MONK FEATURES ====

\* Hit Points • PHB 77

\* Proficiencies • PHB 77

\* Unarmored Defense • PHB 78

While not wearing armor and not using a shield, your AC equals 10 + DEX modifier + WIS modifier.

\* Martial Arts • PHB 78

While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use DEX instead of STR for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action.

I Unarmed Strike: 1 Bonus Action

\* Ki • PHB 78

You can spend Ki Points to fuel ki features. You have 3 points per short rest and your Ki save DC is 12.

Flurry of Blows - After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense - You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind - You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

I Ki Points: 3 / Short Rest • Special

I Flurry of Blows: 1 Bonus Action

I Patient Defense: 1 Bonus Action

I Step of the Wind: 1 Bonus Action

\* Unarmored Movement • PHB 78

Your speed increases by 10 feet while you are not wearing armor or wielding a shield.

\* Monastic Tradition • PHB 78

I Way of the Open Hand

\* Deflect Missiles • PHB 78

You can use your reaction to 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 +6. If you reduce damage to 0 and have a free hand, you can spend 1 ki point to make a ranged attack (as with a monk weapon) with range 20/60.

I 1 Reaction

I Deflect Missiles Attack: 1 Reaction

\* Open Hand Technique • PHB 79

Whenever you hit with one of your Flurry of Blows attacks, you can impose one of the following effects on that target: fall prone if it fails a DEX saving throw (DC 12), get pushed up to 15 ft. if it fails a STR saving throw (DC 12), or it can't take reaction until the end of your next turn.

I Special

## ==== HIGH ELF RACIAL TRAITS ====

\* Darkvision • PHB 23

You can see in darkness (shades of gray) up to 60 ft.

\* Keen Senses • PHB 23

You have proficiency in the Perception skill.

\* Fey Ancestry • PHB 23

You have advantage on saves against being charmed, and magic can't put you to sleep.

\* Trance • PHB 23

You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

\* Elf Weapon Training • PHB 23

You have proficiency with the longsword, shortsword, shortbow, and longbow.

\* Cantrip • PHB 24

You know one cantrip of your choice from the wizard spell list. INT is your spellcasting ability for it.

\* Extra Language • PHB 24

You can speak, read, and write one extra language of your choice.

## FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Dagger	1	1 lb.		
		Dart	10	2.5 lb.		
SP	0	Backpack	1	5 lb.		
		Bedroll	1	7 lb.		
EP	0	Clothes, Fine	1	6 lb.		
		Mess Kit	1	1 lb.		
GP	25	Rations (1 day)	10	20 lb.		
		Rope, Hempen (50 feet)	1	10 lb.		
PP	0	Signet Ring	1	--		
		Tinderbox	1	1 lb.		
		Torch	10	10 lb.		
		Waterskin	1	5 lb.		
	WEIGHT CARRIED			ATTUNED MAGIC ITEMS		
	68.5 lb.					
	ENCUMBERED					
	0 lb.					
	PUSH/DRAG/LIFT					
	0 lb.					

## EQUIPMENT