

D&D BEYOND

CHARACTER NAME <hr/>	Monk 5 CLASS & LEVEL <hr/> High Elf RACE 	Noble BACKGROUND <hr/> (Milestone) EXPERIENCE POINTS
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STRENGTH

+1

12

DEXTERITY

+3

17

CONSTITUTION

+1

13

INTELLIGENCE

-1

9

WISDOM

+2

14

CHARISMA

+0

10

- +4 Strength
- +6 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

- +6 Acrobatics DEX
- +2 Animal Handling WIS
- 1 Arcana INT
- +4 Athletics STR
- +0 Deception CHA
- +2 History INT
- +2 Insight WIS
- +0 Intimidation CHA
- 1 Investigation INT
- +2 Medicine WIS
- 1 Nature INT
- +5 Perception WIS
- +0 Performance CHA
- +3 Persuasion CHA
- 1 Religion INT
- +3 Sleight of Hand DEX
- +3 Stealth DEX
- +2 Survival WIS
- _____
- _____
- _____

SKILLS

+3

INITIATIVE

15

ARMOR CLASS

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

50 ft. (Walking)

SPEED

Max HP <div style="font-size: 2em; font-weight: bold; border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">33</div>	Current HP <hr/>	Temp HP <div style="font-size: 2em; font-weight: bold; border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">--</div>
HIT POINTS		
Total 5d8 <hr/> HIT DICE	SUCCESSES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
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.

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

=== REACTIONS ===

Deflect Missiles
 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

ACTIONS

15

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

9

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+6	1d6+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dart	+6	1d4+3 Piercing	Simple, Finesse, Thrown, Range (20/60)
Unarmed Strike	+6	1d6+3 Bludgeoning	
Unarmed Strike	+6	1d6+3 Bludgeoning	
Flurry of Blows	+6	1d6+3 Bludgeoning	
Deflect Missiles Attack	+6	1d6+3	

WEAPON ATTACKS & CANTRIPS



D&D BEYOND

CHARACTER NAME

Monk 5		PLAYER NAME
CLASS & LEVEL		
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 5 points per short rest and your Ki save DC is 13.

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: 5 / 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 +8. 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 13), get pushed up to 15 ft. if it fails a STR saving throw (DC 13), or it can't take reaction until the end of your next turn.

I Special

* Ability Score Improvement • PHB 78

* Slow Fall • PHB 78
You can use your reaction when you fall to reduce any falling damage you take by 25.

I 1 Reaction

* Extra Attack • PHB 79
You can attack twice, instead of once, whenever you take the Attack action on your turn.

* Stunning Strike • PHB 79
When you hit with a melee weapon attack, you can spend 1 ki point to make the target stunned until the end of your next turn if it fails a CON saving throw (DC 13).

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.

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					
	68.5 lb.					
	ENCUMBERED					
	0 lb.					
	PUSH/DRAG/LIFT					
	0 lb.					
				ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT