

D&D BEYOND

CHARACTER NAME <hr/>	Monk 1 CLASS & LEVEL <hr/> High Elf RACE <hr/>	PLAYER NAME <hr/> Noble BACKGROUND <hr/> (Milestone) EXPERIENCE POINTS <hr/>
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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

15

ARMOR CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP <div style="border: 1px solid black; padding: 5px; font-size: 2em; font-weight: bold;">9</div>	Current HP <hr/>	Temp HP <div style="border: 1px solid black; padding: 5px; font-size: 2em; font-weight: bold;">--</div>
HIT POINTS		
Total 1d8 <hr/> <p style="text-align: center; font-size: 0.8em;">HIT DICE</p>	SUCCESSES <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"/> <p style="text-align: center; font-size: 0.8em;">DEATH SAVES</p>	

=== 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

=== BONUS ACTIONS ===

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.

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	

WEAPON ATTACKS & CANTRIPS

D&D BEYOND

CHARACTER NAME

Monk 1		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

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

EQUIPMENT