

Ben

CHARACTER NAME

Monk 1

CLASS & LEVEL

Hill Dwarf

RACE

Charlatan

BACKGROUND

Neutral good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

0

10

CONSTITUTION

+1

12

INTELLIGENCE

0

10

WISDOM

0

11

CHARISMA

-5

1

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +2 Athletics (Str)
- ☒ -3 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +2 Insight (Wis)
- ☐ -5 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ -5 Performance (Cha)
- ☐ -5 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☒ +2 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

10

ARMOR CLASS

0

INITIATIVE

25

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Warhammers, one type of artisan's tools or one musical instrument, throwing hammers, unarmed, battleaxes, simple weapons, shortwords, handaxes.

Languages:

Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features and Traits Page)

--Unarmored Defense

--Martial Arts

--Darkvision (60')

--Dwarven Resilience

--Stonecunning

--Dwarven Toughness**

--False Identity

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

Features and Traits

Ben

Unarmored Defense

Source: Monk

Beginning at 1st level, while you are wearing no armor and not wearing a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts

Source: Monk

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are short swords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.

- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

- 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.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for

Dwarven Resilience

Source: Race (Dwarf)

You have advantage on saving throws against poison, and you have resistance against poison damage.

Stonecunning

Source: Race (Dwarf)

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Languages.

Dwarven Toughness

Source: Race (Hill Dwarf)

****Not included in stats on Character Sheet**

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

False Identity

Source: Background (Charlatan)

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.