

Monk2

CHARACTER NAME

Monk 10

CLASS & LEVEL

Half-Orc

RACE

Soldier

BACKGROUND

Neutral evil

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+0

10

WISDOM

+2

14

CHARISMA

-1

8

0

INSPIRATION

+4

PROFICIENCY BONUS

- ☒ +6 Strength
- ☒ +6 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☐ +2 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +6 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +2 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +4 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

14

ARMOR CLASS

+2

INITIATIVE

50

SPEED

Hit Point Maximum 55

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 10d8

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

Quarterstaf

+6

1d6+2/b

Armor: None

Shield: None

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

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Simple weapons, shortwords, unarmed, one type of artisan's tools or one musical instrument.

Languages:

Common, Orc

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 Page)

- Darkvision (60')
- Deflect Missiles (1d10+12)
- Evasion
- Extra Attack (2x)
- Flurry of Blows
- Hour of Reaping
- Ki (10 pts, DC=14)
- Ki-Empowered Strikes
- Martial Arts
- Military Rank
- Patient Defense
- Purity of Body
- Relentless Endurance
- Savage Attacks
- Slow Fall
- Step of the Wind
- Stillness of Mind
- Stunning Strike
- Touch of Death
- Unarmored Defense
- Unarmored Movement

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

Features and Magic Items

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Subclasses

Subclass: Way of the Long Death

Monks of the Way of the Long Death are obsessed with the meaning and mechanics of dying. They capture creatures and prepare elaborate experiments to capture, record, and understand the moments of their demise. They then use this knowledge to guide their understanding of martial arts, yielding a deadly fighting style.

Features

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.

Deflect Missiles (1d10+12)

Source: Monk

Starting at 3rd level, 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 + your Dexterity modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free.

If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

Evasion

Source: Class (many)

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Extra Attack (2x)

Source: Monk

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Flurry of Blows

Source: Monk

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Hour of Reaping

Source: Monk (Way of the Sun Soul)

At 6th level, you gain the ability to unsettle or terrify those around you as an action, for your soul has been touched by the shadow of death. When you take this action, each creature within 30 feet of you that can see you must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

Ki (10 pts, DC=14)

Source: Monk

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table. You can spend these points to fuel various ki features.

You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the features' effects. The saving throw DC is calculated as follows: Ki save DC = 8 + your proficiency bonus + your Wisdom modifier.

Ki-Empowered Strikes

Source: Monk

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage

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 shortswords 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

Military Rank

Source: Background (Soldier)

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Patient Defense

Source: Monk

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

Purity of Body

Source: Monk

At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Relentless Endurance

Source: Race (Half-Orc)

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks

Source: Race (Half-Orc)

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Slow Fall

Source: Monk

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Step of the Wind

Source: Monk

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

Stillness of Mind

Source: Monk

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened

Stunning Strike

Source: Monk

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn

Touch of Death

Source: Monk (Way of the Sun Soul)

Starting when you choose this tradition at 3rd level, your study of death allows you to extract vitality from another

creature as it nears its demise. When you reduce a creature within 5 feet of you to 0 hit points, you gain temporary hit points equal to your Wisdom modifier + your monk level (minimum of 1 temporary hit point)

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.

This bonus is computed in the AC given on the Character Sheet above.

Unarmored Movement

Source: Monk

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Magic Items