



HUMAN RACE

3RD-LEVEL MONK (WAY OF THE OPEN HAND) LEVEL & CLASS

GUILD ARTISAN (CALLIGRAPHER) BACKGROUND

MEDIUM SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

**+2**

14

DEXTERITY

**+3**

16

CONSTITUTION

**+1**

13

INTELLIGENCE

**+0**

11

WISDOM

**+2**

15

CHARISMA

**-1**

9

**+2** PROFICIENCY BONUS

- +4** Strength
  - +5** Dexterity
  - \_\_\_ Constitution
  - \_\_\_ Intelligence
  - \_\_\_ Wisdom
  - \_\_\_ Charisma
- SAVING THROWS

- +5** Acrobatics (Dex)
  - \_\_\_ Animal Handling (Wis)
  - \_\_\_ Arcana (Int)
  - \_\_\_ Athletics (Str)
  - \_\_\_ Deception (Cha)
  - \_\_\_ History (Int)
  - +4** Insight (Wis)
  - \_\_\_ Intimidation (Cha)
  - \_\_\_ Investigation (Int)
  - \_\_\_ Medicine (Wis)
  - \_\_\_ Nature (Int)
  - \_\_\_ Perception (Wis)
  - \_\_\_ Performance (Cha)
  - +1** Persuasion (Cha)
  - \_\_\_ Religion (Int)
  - \_\_\_ Sleight of Hand (Dex)
  - +5** Stealth (Dex)
  - \_\_\_ Survival (Wis)
- SKILLS

**12** PASSIVE WISDOM (PERCEPTION)

**15** ARMOR CLASS

**+3** INITIATIVE

**40 FEET** SPEED

Hit Point Maximum **21**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3DB**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
UNARMED STRIKE	<b>+5</b>	<b>1D4+3</b> BLUDGEONING
QUARTERSTAFF <sup>1</sup>	<b>+5</b>	<b>1D6+3</b> BLUDGEONING
SHURIKEN <sup>2</sup>	<b>+5</b>	<b>1D4+3</b> PIERCING

<sup>1</sup> YOU CAN WIELD YOUR QUARTERSTAFF WITH TWO HANDS TO DEAL **1D8+3** DAMAGE INSTEAD.

<sup>2</sup> YOU CAN THROW A SHURIKEN 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ATTACKS & SPELLCASTING

I BELIEVE THAT ANYTHING WORTH DOING IS WORTH DOING RIGHT. I CAN'T HELP IT, I'M A PERFECTIONIST.

I'M FULL OF WITTY APHORISMS AND HAVE A PROVERB FOR EVERY OCCASION.

PERSONALITY TRAITS

**ASPIRATION.** I WORK HARD TO BE THE BEST THERE IS AT MY CRAFT.

IDEALS

I CREATED A GREAT WORK FOR SOMEONE, THEN FOUND THEM UNWORTHY TO RECEIVE IT. I'M STILL LOOKING FOR SOMEONE WORTHY.

BONDS

I'LL DO ANYTHING TO GET MY HANDS ON SOMETHING RARE OR PRICELESS.

FLAWS

**UNARMOURD DEFENSE.** WHILE YOU ARE WEARING NO ARMOUR AND NOT WIELDING A SHIELD, YOUR AC EQUALS 10 + YOUR DEXTERITY MODIFIER + YOUR WISDOM MODIFIER. (ALREADY NOTED IN YOUR CHARACTER SHEET.)

**MARTIAL ARTS.** WHEN YOU USE THE ATTACK ACTION WITH AN UNARMED STRIKE OR A MONK WEAPON (AND ARE NOT WEARING ARMOUR) YOU CAN MAKE ONE UNARMED STRIKE AS A BONUS ACTION.

**KI.** YOU HAVE 3 KI POINTS WHICH YOU CAN SPEND TO GRANT YOURSELF THESE FEATURES:

- **FLURRY OF BLOWS.** 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. IF YOU HIT, YOU CAN IMPOSE ONE OF THE FOLLOWING EFFECTS ON THE TARGET:
  - IT MUST SUCCEED ON A DC 12 DEXTERITY SAVING THROW OR BE KNOCKED PRONE.
  - IT MUST SUCCEED ON A DC 12 STRENGTH SAVING THROW OR BE PUSHED UP TO 15 FT. AWAY FROM YOU.
  - IT CAN'T TAKE REACTIONS UNTIL THE END OF YOUR NEXT TURN.
- **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. (PHB 182)

SPENT KI POINTS ARE RESTORED AFTER A LONG REST.

**PROFICIENCIES.** SIMPLE WEAPONS, SHORT SWORDS, FLUTE, CALLIGRAPHER'S TOOLS.

**LANGUAGES.** COMMON, DWARVISH, ELVISH.

OTHER PROFICIENCIES & LANGUAGES

QUARTERSTAFF

SHURIKEN ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )

BACKPACK

BEDROLL

MESS KIT

TINDERBOX

TORCHES ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )

RATIONS ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )

WATERSKIN

50 FT. ROPE

**15** SET OF CALLIGRAPHER'S TOOLS

GUILD LETTER OF INTRODUCTION

SET OF TRAVELER'S CLOTHES

BELT POUCH

EQUIPMENT

**DEFLECT MISSILES.** YOU CAN USE YOUR REACTION TO REDUCE THE DAMAGE YOU TAKE FROM A RANGED ATTACK BY 1D10+6. IF YOU REDUCE THE DAMAGE TO 0, YOU CATCH THE MISSILE (IF IT IS SMALL ENOUGH TO HOLD IN ONE HAND, SUCH AS AN ARROW). PLUS, YOU CAN SPEND 1 KI POINT TO MAKE A RANGED ATTACK (+5, TO A RANGE OF 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL) WITH THE MISSILE YOU JUST CAUGHT.

**GUILD MEMBERSHIP.** AS AN ESTABLISHED AND RESPECTED MEMBER OF A GUILD, YOUR FELLOW GUILD MEMBERS WILL PROVIDE YOU WITH LODGING AND FOOD IF NECESSARY, AND PAY FOR YOUR FUNERAL IF NEEDED; IN SOME CITIES AND TOWNS, A GUILDHALL OFFERS A CENTRAL PLACE TO MEET OTHER MEMBERS OF YOUR PROFESSION, WHICH CAN BE A GOOD PLACE TO MEET POTENTIAL PATRONS, ALLIES OR HIRELINGS. (PHB 133)

FEATURES & TRAITS