

Monk 6 - Way of Empathy Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half Elf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

13

+1

DEXTERITY

16

+3

CONSTITUTION

12

+1

INTELLIGENCE

10

-

WISDOM

15

+2

CHARISMA

12

+1

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +4 Strength
- ☒ +6 Dexterity
- ☐ +1 Constitution
- ☐ - Intelligence
- ☐ +2 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☒ +6 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ - Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ - History (Int)
- ☒ +6 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ - Investigation (Int)
- ☒ +5 Medicine (Wis)
- ☐ - Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

45'

SPEED

Hit Point Maximum 39

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

shortsrwd* +6 1d6 + 3

darts * +6 1d4 + 3

unarmed* +6 1d4 + 3

*shortsword finesse, light
*darts finesse, range 20/60
*unarmed are magical

On an attack action you attack twice instead of once

Bonus action: when attack with unarmed or monk weapon make another attack

ATTACKS & SPELLCASTING

DARKVISION 60'

FEY ANCESTRY.

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

SKILL VERSATILITY.

You gain proficiency in two skills of your choice.

UNARMORED DEFENSE

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

MARTIAL ARTS

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortweapons 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.

OVER --->

FEATURES & TRAITS

13

PASSIVE WISDOM (PERCEPTION)

Common, Elvish, Auran, Draconic

Weapons: simple, shortweapons

Tools: herbalism kit

OTHER PROFICIENCIES & LANGUAGES

CP

75

shortsword, darts (10)

SP

scroll case of notes, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50' rope.

EP

GP

PP

a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope

EQUIPMENT



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

FRIENDS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

KI POINTS

PREPARED

SPELL NAME

☐ CALM EMOTIONS

☐ DETECT THOUGHTS

4

7

8

2

5

9

SPELLS KNOWN



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

KI (DC 14, 6)

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.

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.

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.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Life of Seclusion

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I was the caretaker of an ancient ruin or relic. You were attacked by powerful undead and the relic was stolen.

Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery.

You learned the true nature of the relic you protected.

CHARACTER BACKSTORY

UNARMORED MOVEMENT

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.

DEFLECT MISSILES (damage reduced 1d10 + 9)

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, which has a normal range of 20 feet and a long range of 60 feet.

SLOW FALL (REDUCE DAMAGE BY 30 POINTS)

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.

ADDITIONAL FEATURES & TRAITS

EXTRA ATTACK

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

STUNNING STRIKE DC 13

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.

OVER --->

TREASURE



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