



Monk 5 (Way of the Open Hand)

CLASS & LEVEL

Tiefling

RACE/ANCESTRY/HERITAGE

6,825

EXPERIENCE POINTS

Knight

BACKGROUND

PLAYER NAME

CAMPAIGN or PLAYER ID

STR
+1
12

+3 PROFICIENCY
BONUS

SAVING THROWS

- +4 Strength Saves *
- +6 Dexterity Saves *
- +1 Constitution Saves
- 1 Intelligence Saves
- +2 Wisdom Saves
- +1 Charisma Saves
- * Prof. bonus added

DEX
+3
17

CON
+1
13

SKILLS

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

* Prof. bonus added

INT
-1
9

WIS
+2
14

CHA
+1
12

12 PASSIVE WISDOM
(PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: simple weapons, shortsword

Tools: calligrapher's supplies, gaming set (Dragonchess)

Saving Throws: Strength, Dexterity

Skills: Acrobatics, Athletics, History, Persuasion

Languages: Common, Draconic, Infernal

ENCUMBRANCE

Lifting & Carrying: 180 lbs. max. carrying capacity; 360 lbs. pushing or dragging (speed -5 ft.); 360 lbs. max. lift.



ARMOR
CLASS
(AC)

15



INITIATIVE

+3



SPEED

40 ft.

Armor Worn: none (Unarmored Defense)



HIT POINTS

33

HIT DICE

5d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make two attacks rather than one.

Martial Arts. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 1d6+3 bludgeoning damage. Can also make unarmed strike as bonus action.

Dart. *Ranged Weapon Attack:* +6 to hit. *Hit:* 1d4+3 piercing damage. (Normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Martial Arts During A Turn: Counting actions and bonus actions, make three unarmed attacks or one weapon attack plus two unarmed attack in turn. Or, for 1 ki point, make four unarmed attacks in a turn. (Opportunity attack is a separate reaction, do once per round.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: ten (10) darts, set of fine clothes, noble house's or faith's banner, writ of service, a purse. (This load is about 8.5 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 629 gold pieces (gp); 25 silver pieces (sp); 47 copper pieces (cp); 4 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Lawful Neutral. I obey laws, traditions or my own strict code to promote order and society above all else.

Knight Background [PHB p. 136]

- **Feature:** Retainers.
- **Traits:** Fought against army of giants. Lost years while petrified.
- **Ideal:** Show courage at all times.
- **Bond:** Seeks approval from liege.
- **Flaw:** Sees mercy as weakness.

Tiefling Traits [PHB p. 42]

- Creature Type: Humanoid
- Age: 25 years old
- Medium Size (5' 11", 166 lbs.)
- Darkvision (60 feet)
- Hellish Resistance (vs. fire)
- Infernal Legacy (Charisma-based; *Thaumaturgy* cantrip; *Hellish Rebuke* [as 2nd level] and *Darkness* spells each once betw. long rests)

Ki Energy [PHB p. 78]

- 5 ki points betw. short or long rests

Class Features [PHB p. 76]

- Unarmored Defense (AC)
- Martial Arts (1d6, bonus attack)
- Flurry of Blows (1 ki for two unarmed attacks as bonus action)
- Patient Defense (1 ki for Dodge as bonus action)
- Step of the Wind (1 ki for Disengage or Dash as bonus action, jump distance doubled)
- Unarmored Movement (higher speed)
- Deflect Missiles (reduce by 1d10+8)
- Open Hand Technique (Flurry of Blows may Dex. save or prone, Str. save or pushed back 15 feet, or spoil reactions)
- Slow Fall (-25 damage)
- Extra Attack (2/attack)
- Stunning Strike (1 ki point, Constitution save or stunned)

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.