



CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND [Tumbler](#)

RACE

EXPERIENCE

Next Level

[illegible]

Monk (Way of the Open Hand), level 20:

♦ Martial Arts (Monk 1, PHB 78) [1d10]

Monk weapons: shortsword, simple weapon (not two-handed/heavy), unarmed strike

With these, I can use Dex instead of Str and use the Martial Arts damage die

When taking an Attack action with these, I get one unarmed strike as a bonus action

♦ Unarmored Defense (Monk 1, PHB 48)

Without armor and no shield, my AC is 10 + Dexterity modifier + Wisdom modifier

♦ Ki (Monk 2, PHB 78) [20× per short rest]

I can spend ki to fuel special actions (see third page)

I need to meditate for at least 30 min of a short rest for that short rest to restore ki

♦ Unarmored Movement (Monk 2, PHB 78) [+30 ft; Vertical surfaces and liquids]

Speed increases and eventually lets me traverse some surfaces without falling as I move

♦ Deflect Missiles (Monk 3, PHB 78) [1d10 + 20 + Dexterity modifier; 1 ki to throw]

As a reaction, I can reduce ranged weapon attack damage done to me

If the damage is negated, I catch and may throw it back (20/60 ft) as a monk weapon

♦ Hand Technique (Way of the Open Hand 3, PHB 79)

When I hit a creature with a Flurry of Blows attack I can do one of the following:

- It has to make a Dexterity save or be knocked prone

- It has to make a Strength save or I can push it up to 15 ft away from me

- It can't take reactions until the end of my next turn

♦ Slow Fall (Monk 4, PHB 78) [100 less falling damage]

As a reaction, I can reduce any falling damage I take by five times my monk level

♦ Ki-Empowered Strikes (Monk 6, PHB 79)

My unarmed strikes count as magical for overcoming resistances and immunities

♦ Wholeness of Body (Way of the Open Hand 6, PHB 79) [60 hit points, 1× per long rest]

As an action, I regain hit points equal to three times my monk level

♦ Evasion (Monk 7, PHB 79)

My Dexterity saves vs. areas of effect negate damage on success and halve it on failure

♦ Stillness of Mind (Monk 7, PHB 79)

As an action, I can end one effect on me that causes me to be charmed or frightened

♦ Purity of Body (Monk 10, PHB 79) [I am immune to poison and disease]

♦ Tranquility (Way of the Open Hand 11, PHB 80)

After a long rest, I gain the effect of a Sanctuary spell until a next long rest (PHB 272)

♦ Tongue of the Sun and Moon (Monk 13, PHB 79)

I can understand all spoken languages and all creatures with a language understand me

♦ Diamond Soul (Monk 14, PHB 79) [1 ki point to reroll failed saving throw]

I am proficient with all saves; I can reroll a failed save once by spending 1 ki point

♦ Timeless Body (Monk 15, PHB 79)

I don't require food or water; I don't suffer age penalties and can't be aged magically

♦ Empty Body (Monk 18, PHB 79) [Invisible: 4 ki point; Astral Projection: 8 ki points]

Be invisible and resist non-force damage for 1 min or cast Astral Projection on self

♦ Perfect Self (Monk 20, PHB 79)

I regain 4 ki points if I have no more remaining when I roll initiative

CLASS FEATURES

I love a good insult, even one directed at me.

PERSONALITY TRAITS

Honesty: Art should reflect the soul; it should come from within and reveal who we really are. (Any)

IDEALS

I will do anything to prove myself superior to my hated rival.

BONDS

I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

FLAWS

Feature Name: **By Popular Demand**

I can always find a place to perform (inn/tavern/circus/etc.), where I receive free lodging and food of a modest or comfortable standard, as long as I perform each night. In addition, my performance makes me something of a local figure. When strangers recognize me in a town where I have performed, they typically take a liking to me.

BACKGROUND FEATURE

Half-Orc (+2 Strength, +1 Constitution)

Relentless Endurance: When I am reduced to 0 hit points but not killed outright, I can drop to 1 hit point instead. I can't use this feature again until I finish a long rest.

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

RACIAL TRAITS

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

SUBTOTAL

SUBTOTAL
EQUIPMENT

SUBTOTAL

ATTUNED MAGICAL ITEMS

	CP
	SP
	EP
	CP
	PP

WEIGHT CARRIED

ENCUMBERED

51 - 100 lb

HEAVILY ENCUMBERED

101 - 150 lb

PUSH/DRAG/LIFT

151 - 300 lb

Monk features:

- ♦ Lose Unarmored Defense, Martial Arts, and Unarmored Movement with armor/shields
- ♦ Flurry of Blows (Ki Feature, PHB 78) [1 ki point]
After taking the Attack action, I can make 2 unarmed attacks as a bonus action
- ♦ Patient Defense (Ki Feature, PHB 78) [1 ki point]
As a bonus action, I can take the Dodge action
- ♦ Step of the Wind (Ki Feature, PHB 78) [1 ki point]
As a bonus action, I can either Dash or Disengage; My jump distance doubles when I do so
- ♦ Stunning Strike (Ki Feature, PHB 79) [1 ki point]
Creature hit by my melee attack Con saves or it is stunned until the end of my next turn
- ♦ Quivering Palm (Way of the Open Hand 17, PHB 80) [3 ki points]
When I hit a creature with an unarmed strike, I can start imperceptible vibrations
Within my monk level in days, I can use an action to have the creature make a Con save
If it fails, it is reduced to 0 hit points; If it succeeds, it takes 10d10 necrotic damage

NOTES

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

SUBTOTAL

SUBTOTAL

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEMS



The Third Brother

CHARACTER NAME

GENDER	AGE	Medium SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

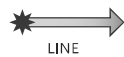
ENEMIES

CHARACTER HISTORY

[illegible]

[illegible][illegible]

PLAYER REFERENCE



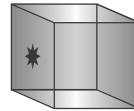
LINE



Point of Origin



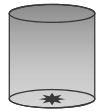
CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on the attack if a hostile is within 5 ft that is not incapacitated or the target is up to long range away (second number).

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK) (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK) (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump you Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

ENVIRONMENT

(PHB 183)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

EXHAUSTION (PHB 291)

BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT		Out to range, perceive without sight.
DARKVISION		Out to range, treat dim light as bright light. Can't see colors.
TRUESIGHT		Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

LIGHT & VISION

(PHB 183)

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE (PHB 182)