



VYLLAX 818

Monk 8 (Way of the Open Hand)

CLASS & LEVEL

36,720

EXPERIENCE POINTS

Matthew Stanton

PLAYER NAME

Human

RACE/ANCESTRY/HERITAGE

Sage

BACKGROUND

Blackmoor and Beyond

CAMPAIGN or PLAYER ID

STR
+1
13

+3 PROFICIENCY BONUS



ARMOR CLASS (AC)
18



INITIATIVE
+5



SPEED
45 ft.



HIT POINTS
59

HIT DICE
8d8

DEATH SAVES: Success O O O Fail O O O

DEX
+5
20

SAVING THROWS

- +4 Strength Saves *
- +8 Dexterity Saves *
- +2 Constitution Saves
- 1 Intelligence Saves
- +2 Wisdom Saves
- +0 Charisma Saves
- * Prof. bonus added

CON
+2
14

SKILLS

- +8 Acrobatics (Dex) *
- +2 Animal Handling (Wis)
- +2 Arcana (Int) *
- +1 Athletics (Str)
- +0 Deception (Cha)
- +2 History (Int) *
- +2 Insight (Wis)
- +0 Intimidation (Cha)
- 1 Investigation (Int)
- +2 Medicine (Wis)
- 1 Nature (Int)
- +2 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +2 Religion (Int) *
- +5 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +2 Survival (Wis)

* Prof. bonus added

INT
-1
9

WIS
+2
15

CHA
+0
11

12 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: simple weapons, shortsword, futuristic weapons

Tools: cartographer's tools

Saving Throws: Strength, Dexterity

Skills: Acrobatics, Arcana, History, Religion

Languages: Common, Dwarvish, Orc, Draconic

ENCUMBRANCE

Lifting & Carrying: 195 lbs. max. carrying capacity; 390 lbs. pushing or dragging (speed -5 ft.); 390 lbs. max. lift.

FEATURES, TRAITS & MORE

Alignment: Lawful Evil. I take what I want up to the maximum allowed by law or loyalty, promoting order and control over others.

Sage Background [PHB p. 137]

- **Feature:** Researcher
- **Tech:** Futuristic / Starfaring Age.
- **Traits:** Family famed for innovations. Conservative outlook.
- **Ideal:** Those who have earned respect are given respect.
- **Bond:** Former mentor disappeared.
- **Flaw:** Plagiarized another's work.

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 40 years old
- Medium Size (5' 4", 126 lbs.)

Ki Energy [PHB p. 78]

- 8 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+13)
- Open Hand Technique (Flurry of Blows may Dex. save or prone, Str. save or pushed back 15 feet, or spoil reactions)
- Slow Fall (-40 damage)
- Extra Attack (2/attack)
- Stunning Strike (1 ki point, Constitution save or stunned)
- Ki-Empowered Strikes (unarmed counts as magical)
- Wholeness of Body (regain 24 h.p. once betw. long rests)
- Evasion (area effect half or no damage)
- Stillness of Mind (end charmed or frightened)

WEAPON & UNARMED ATTACKS

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

Martial Arts. Melee Weapon Attack: +8 to hit, reach 5 ft. *Hit:* 1d6+5 bludgeoning damage. Strike counts as magical to overcome target's resistance to nonmagical attacks and damage. Can also make unarmed strike as bonus action.

Laser Pistol. Ranged Weapon Attack: +8 to hit. *Hit:* 3d6+5 radiant damage. (Normal range to 40 ft.; disadvantage long range 41 to 120 ft.) Reloading after 50 shots limits to only one attack per round regardless of extra attacks.

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

Magic Items [DMG p. 135]

- *cloak of protection*
- *2 potions of healing* (2d4+2 hp)

(a) Item attuned to character.

Coins & Gems: 679 gold pieces (gp); 62 silver pieces (sp); 37 copper pieces (cp); 3 gems (worth 50 gp each)

MORE EQUIPMENT

Carried Gear [PHB, p. 143]: ten (10) darts, laser pistol and 2 spare energy cells, laser rifle and 2 spare energy cells, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 14.5 lbs.; add 1 lb. per 50 coins carried.)

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.