



Character name

Player name

Level

XP

Race

Alignment

STRENGTH

○ — SAVING THROW
○○ — ATHLETICS

DEXTERITY

○ — SAVING THROW
○○ — ACROBATICS
○○ — SLEIGHT OF HAND
○○ — STEALTH

CONSTITUTION

○ — SAVING THROW

INTELLIGENCE

○ — SAVING THROW
○○ — ARCANA
○○ — HISTORY
○○ — INVESTIGATION
○○ — NATURE
○○ — RELIGION

WISDOM

○ — SAVING THROW
○○ — ANIMAL HANDLING
○○ — INSIGHT
○○ — MEDICINE
○○ — PERCEPTION
○○ — SURVIVAL

CHARISMA

○ — SAVING THROW
○○ — DECEPTION
○○ — INTIMIDATION
○○ — PERFORMANCE
○○ — PERSUASION

Proficiency Bonus

Passive Perception

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

AC

CONDITIONS

INITIATIVE

SPEED

HIT POINTS

HIT DICE

You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.

Die size

Max. dice

Dice left

DEATH SAVING THROWS

If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.

Successes

Failures

Weapon

Range

To hit

Damage

Weapon

Range

To hit

Damage

Weapon

Range

To hit

Damage

Ammunition

Count

Ammunition

Count

Number of attacks per attack action

Currently Equipped

Item

Count

Item

Count

Item

Count

UNARMORED DEFENSE @ Level 1

While you are not wearing armor (or shield), your AC is 10 + your DEX modifier + your WIS modifier.

MARTIAL ARTS @ Level 1, 5, 11 and 17

While not wearing armor and while unarmed or using monk weapons only, you can use your DEX modifier instead of your STR modifier for attack and damage rolls, you can roll martial arts damage instead of normal damage and you can make an unarmed strike as a bonus action after your attack.

Martial arts damage

○ d4

○ d6

○ d8

○ d10

KI @ Level 2

Regain all expended ki points after a **short or long rest**.

Ki DC

Max. ki points

Ki used

FLURRY OF BLOWS @ Level 2

After an attack, spend 1 ki to make 2 unarmed strikes as a bonus action.

PATIENT DEFENSE @ Level 2

Spend 1 ki to take the dodge action as a bonus action on your turn.

STEP OF THE WIND @ Level 2

Spend 1 ki to take the disengage or dash action as bonus action on your turn. Additionally, your jump distance is doubled for the turn.

UNARMORED MOVEMENT @ Level 2, 6, (9), 10, 14 and 18

Your speed increases while not wearing armor (or shield). At level 9, you can move along vertical surfaces and across liquids without falling.

Speed increase

○ 10ft

○ 15ft

○ 20ft

○ 25ft

○ 30ft

DEFLECT MISSILES @ Level 3

As a reaction you can catch a missile that hits you. First, reduce the damage by 1d10 + your DEX modifier + your monk level. If you reduce the damage to 0, you catch it if you have a free hand. Spend 1 ki to make a ranged attack with the missile you caught. You have proficiency with the attack and it counts as a monk weapon attack.

OPEN HAND TECHNIQUE @ Level 3

Whenever you hit a creature with an attack granted by Flurry of Blows, you can impose one of the following effects:

- target must make a DEX save or be knocked prone.
- target must make a STR save or pushed up to 15 ft. away from you.
- target can't take any reactions until the end of your next turn.

SLOW FALL - Level 4

You can use your reaction to reduce fall damage by 5 x your monk level.

STUNNING STRIKE @ Level 5

After you hit an opponent, you can spend 1 ki and the target must make a CON save or be stunned end of your next turn.

KI-EMPOWERED STRIKES @ Level 6

Your unarmed strikes count as magical.

WHOLENESS OF BODY @ Level 6

As an action, you can regain HP up to 3 x your monk level. Regain after long rest.

Number of times used

EVASION @ Level 7

When you have to make a DEX save to take half damage, instead take no damage on a success and half on failed save.

STILLNESS OF MIND @ Level 7

As an action, you can end a charmed or frightened condition on yourself.

PURITY OF BODY @ Level 10

You are immune to disease and poison.

TRANQUILITY @ Level 11

Meditate through a long rest to gain the benefit of a Sanctuary spell that lasts until the start of your next long rest. The saving throw for the spell is 8 + your WIS modifier + your prof.

TONGUE OF THE SUN AND MOON @ Level 13

You understand all spoken languages and any creature with a language understands you.

DIAMOND SOUL @ Level 14

You have prof. in all saving throws. You can spend 1 ki to reroll a saving throw. You must use new roll.

TIMELESS BODY @ Level 15

You can't age magically. Additionally, you no longer need food and water.

QUIVERING PALM @ Level 17

When you hit a creature with an unarmed strike, you can spend 3 ki to start vibrations that lasts for a number of days equal to your monk level. As an action, if you are on the same plane as the target, you can end the vibrations. The target then makes a CON save or it is reduced to 0 HP. Otherwise, the target takes 10d10 necrotic damage. Only one target can be affected at a time. You can end the effect harmlessly without using an action.

EMPTY BODY @ Level 18

As an action, you can spend 4 ki to become invisible and have resistance to all but force damage. Additionally you can spend 8 ki to cast Astral Projection without M components affecting only yourself.

PERFECT SELF @ Level 20

If you have no ki when rolling initiative, regain 4 ki.

Notes