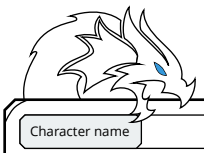

Character name | Level | XP

Player name | 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

AC | CONDITIONS

INITIATIVE | Maximum | Temporary

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 wtih 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 ○○○○○

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency | Amount

Currency | Amount

Currency | Amount

Currency | Amount

Currency | Amount

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.

DISCIPLE OF THE ELEMENTS @ Level 3, 6, 11 and 17

When learning a new discipline, you can also replace an old discipline with another. When casting spells using a discipline, you can spend at least 1 additional ki to increase spell's level by 1 for each additional ki spent. You cannot spend more than the following table allows.

Monk level	**Max. ki**
5th - 8th	3
9th - 12th	4
13th - 16th	5
17th - 20th	6

DISCIPLINES @ Level 3, 6, 11 and 17

You know the Elemental Attunement discipline and one additional discipline. You learn an additional discipline at levels 6, 11 and 17.

Level 3 discipline

Level 6 discipline

Level 11 discipline

Level 17 discipline

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.

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.

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.

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