

Siddartha Caminon

CHARACTER NAME

Monk/Way of the Open Hand 10 Disciple of Bistoe

Sid

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human/Calishite

Lawful Good

0

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
23
+6

DEXTERITY
19
+4

CONSTITUTION
16
+3

INTELLIGENCE
12
+1

WISDOM
12
+1

CHARISMA
16
+3

INSPIRATION

+4 PROFICIENCY BONUS

SAVING THROWS

- +10 Strength
- +8 Dexterity
- +3 Constitution
- +1 Intelligence
- +1 Wisdom
- +3 Charisma

SKILLS

- +8 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- +5 Arcana (Int)
- +6 Athletics (Str)
- +3 Deception (Cha)
- +1 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +1 Investigation (Int)
- +1 Medicine (Wis)
- +5 Nature (Int)
- +5 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +1 Religion (Int)
- +4 Sleight of Hand (Dex)
- +8 Stealth (Dex)
- +1 Survival (Wis)

14 ARMOR CLASS

+4 INITIATIVE

30 SPEED

Hit Point Maximum **74**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total HIT DICE

SUCCESSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Unarmed Strike	+10	1d1 +6 bludgeoning

Ki. Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows: Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

Flurry of Blows. Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

15 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Languages. Celestial, Goblin, Common

Weapon. Simple, Shortsword, Unarmed strike

Armor. Light

Tools.

EQUIPMENT

CP

SP

EP

GP

PP

Unarmored Movement. Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Deflect Missiles. Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

FEATURES & TRAITS



Siddartha Caminon

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Slow Fall. Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Extra Attack. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Stunning Strike. Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Ki-Empowered Strikes. Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Evasion. At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind. Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Purity of Body. At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Open Hand Technique. Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: * It must succeed on a Dexterity saving throw or be knocked prone. * It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. * It can't take reactions until the end of your next turn.

Wholeness of Body. At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

ADDITIONAL FEATURES & TRAITS

TREASURE

