

Taiyo of the Rising Sun

CHARACTER NAME

Monk 1

CLASS & LEVEL

Acrobat

BACKGROUND

PLAYER NAME

Dragonborn

RACE

Chaotic Good

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

1

12

DEXTERITY

2

15

CONSTITUTION

1

12

INTELLIGENCE

-1

8

WISDOM

2

14

CHARISMA

2

14

INSPIRATION

2

PROFICIENCY BONUS

- 3 Strength
- 4 Dexterity
- 1 Constitution
- -1 Intelligence
- 2 Wisdom
- 2 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

2.15

INITIATIVE

30

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Breath Weapon

+4

2d6 Fire

Spear

+4

1d6+2 Piercing

Spear (2H)

+4

1d8+2 Piercing

Spear (Thrown)

+4

1d6+2 Piercing

Handaxe (Me...)

+4

1d6+2 Slashing

Dart

+4

1d4+2 Piercing

ATTACKS & SPELLCASTING

12

CP

8

SP

9

EP

9

GP

PP

1 Pouch of chalk

1 50' Hemp Rope

1 Spear

1 Handaxe

12 Dart

1 Large Dragon Scale

1 Traveler's Clothes

EQUIPMENT

TOOL: Cobbler's Tools

LANGUAGE: Common, Draconic, Elvish, Halfling

OTHER PROFICIENCIES & LANGUAGES

I have to stay in peak physical condition. Allowing my discipline to lapse could have grave consequences.

PERSONALITY TRAITS

Independence. At the end of the day, only I am in control of my fate. (chaotic)

IDEALS

If something frightens me, I will face it and persevere.

BONDS

My numbness to fear allows me to unquestioningly put others in danger.

FLAWS

Unarmored Defense


Martial Arts

Breath Weapon

Fearless

Resistance to Fire

FEATURES & TRAITS

[illegible]

Total: _____	Total: _____
Total: _____	Total: _____
Total: _____	Total: _____

FEATURES & TRAITS

Unarmored Defense

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts

You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table. When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Breath Weapon

You can use your action to exhale destructive energy. It deals 30foot long by 5 foot wide line of fire. When you use your breath weapon, all creatures in the area must make a saving throw, the type of which is determined by your ancestry. The DC of this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increase to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level. After using your breath weapon, you cannot use it again until you complete a short or long rest.

Fearless

As an acrobat, danger is part of the job. You often face towering heights, death-defying stunts, and risks where one small move could mean your death. Any fears you may have had in the past have been numbed to a point that allows you to concentrate through even the deadliest of stunts. You gain advantage on any saving throws against being frightened.

Resistance to Fire

You have resistance to the damage type associated with your ancestry.

SPELLS