

Litterally Reimu

CHARACTER NAME

Mon/Way/2,Cle/Tem/4

Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

Lawful Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

14

+2

CHARISMA

14

+2

INSPIRATION

+3

PROFICIENCY BONUS

- ✱ +5 Strength
- ✱ +5 Dexterity
- +2 Constitution
- +1 Intelligence
- +2 Wisdom
- +2 Charisma

SAVING THROWS

- ✱ +5 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +1 Arcana (Int)
- +2 Athletics (Str)
- +2 Deception (Cha)
- +1 History (Int)
- +2 Insight (Wis)
- +2 Intimidation (Cha)
- +1 Investigation (Int)
- ✱ +5 Medicine (Wis)
- +1 Nature (Int)
- +2 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- ✱ +4 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)

SKILLS

14

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 45

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Doing things is a hassle, but I get serious when I have to. I face problems head-on. A simple, direct solution is the best path to success.

PERSONALITY TRAITS

Yukkuri shitte ne~ I want an easy life for no effort on my part. (Neutral)

IDEALS

The ancient traditions **MUST** be preserved and upheld. (Lawful)

BONDS

I am inflexible in my thinking. I'm also too greedy for my own good and am easily swindled by the promise of easy money.

FLAWS

12

PASSIVE WISDOM (PERCEPTION)

Languages.Celestial, Common

Weapon.Simple, Shortsword

Armor.Light

Tools. Herbalism kit

OTHER PROFICIENCIES & LANGUAGES

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+7

1d6 +4 bludgeoning

Dart

+7

1d4 +4 piercing

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

Inspiring Leader. Increase CHA by 1; give 6 friendly creatures within 30 ft. temp HPs equal to you CHA mod + your level

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.

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.

Wrath of the Storm. See the Players Handbook for details.

Channel Divinity: Destructive Wrath. See the Players Handbook for details.

FEATURES & TRAITS



Cleric

SPELLCASTING
CLASS

Wis

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Resistance
Thaumaturgy
Sacred Flame
Guidance

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

4

7

5

8

9

SPELLS KNOWN