

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

INSPIRATION

PROFICIENCY BONUS

- \_\_\_ Strength
- \_\_\_ Dexterity
- \_\_\_ Constitution
- \_\_\_ Intelligence
- \_\_\_ Wisdom
- \_\_\_ Charisma

SAVING THROWS

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

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum \_\_\_\_\_

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total \_\_\_\_\_

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

## Ködfenyves Laucian – Monk Ki Powers

You have **6 ki points**.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you regain all expended ki points by spending at least 30 minutes of the rest meditating.

### Flurry of Blows

**Ki Points Cost:** 1      **Use:** bonus action, after an Attack action

You can use two unarmed strikes as bonus action, instead of one.

### Patient Defense

**Ki Points Cost:** 1      **Use:** bonus action

You use the Dodge action.

### Step of the Wind

**Ki Points Cost:** 1      **Use:** bonus Action

You use the Disengage or Dash action, and your jump distance is doubled this turn.

### Deflect Missiles

**Ki Points Cost:** 0      **Use:** reaction

When you are hit by a ranged weapon attack, the damage you take is reduced by 1d10+10. If you reduce the damage to 0, you can catch the missile (if you can hold it in one hand). If you catch a missile, you can spend 1 ki point to make a ranged attack with the weapon/ammunition you just caught, as part of the same reaction. You make this attack with +7 to hit and cause 1d6+4 damage on a hit.

### Slow Fall

**Ki Points Cost:** 1      **Use:** reaction

Reduce any falling damage you take by 30.

### Stunning Strike

**Ki Points Cost:** 1      **Use:** part of any attack

When you hit another creature with a melee weapon attack, you can attempt a stunning strike. The target must succeed on a DC 14 Constitution saving throw or be stunned until the end of your next turn.

### Shadow arts: Darkvision

**Ki Points Cost:** 2      **Use:** action      **Duration:** 8 hours

You touch a willing creature. For the duration, the target has darkvision out to a range of 60 feet.

### Shadow arts: Darkness

**Ki Points Cost:** 2      **Use:** action      **Duration:** concentration, up to 10 minutes

Magical darkness spreads in a 15-foot radius sphere from a point you choose within 60 feet. Darkvision and nonmagical light does not work in the area. If the point of origin is an object (not worn or carried by another creature), the darkness moves with the object. Completely covering the object blocks the darkness. The darkness dispells a light spell of 2nd level or lower.

### Shadow arts: Pass without trace

**Ki Points Cost:** 2      **Use:** action      **Duration:** concentration, up to 1 hour

A veil of shadows and silence radiates from you. For the duration, you and each creature you choose within 30 feet has a +10 bonus to Dexterity (Stealth) checks, can only be tracked by magical means and leaves no tracks behind.

### Shadow arts: Silence

**Ki Points Cost:** 2      **Use:** action      **Duration:** concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range of 120 feet. Any creature or object entirely inside the sphere is deafened and immune to thunder damage. Casting a spell that includes a verbal component is impossible in the area.

### Shadow arts: Minor Illusion

**Ki Points Cost:** 0      **Use:** action      **Duration:** 1 minute

You create a sound or an image of an object within 30 feet. The illusion ends if you dismiss it as an action or cast Minor Illusion again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful DC 14 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.