



ARMOR		ARMOR CLASS (AC) Calculations				
<input type="radio"/> NO ARMOR	DEX	WIS	MISC.	AC		
	<input type="text"/>	<input type="text"/>	10	<input type="text"/>	=	<input type="text"/>
<input type="radio"/> LIGHT ARMOR	DEX	ARMOR	MAGIC	MISC.	AC	
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
<input type="radio"/> MEDIUM ARMOR	DEX	ARMOR	MAGIC	MISC.	AC	
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
	+2 MAX					
<input type="radio"/> HEAVY ARMOR		ARMOR	MAGIC	MISC.	AC	
		<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
<input type="radio"/> SHIELD (add to AC)	SHIELD	MAGIC	MISC.	+AC		
	+2	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	

CHARACTER NAME

Height		Weight	
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Eyes		Hair	
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Skin		Handedness	
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### Physical Description

### CHARACTER SKETCH

### Other Equipment

Languages	
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## Race

### Ability Adj.

## Traits

## Proficiencies

## Racial Lang's

## Background

## Proficiencies

## Equipment

## Bkgnd Lang's

## Personality

## Ideals

## Bonds

## Flaws

## Feature

**Magic Item:**

☐ **Attuned**

**Magic Item:**

☐ **Attuned**

**CARRYING CAPACITY** x2

**PUSH, DRAG,  
or LIFT**

TOTAL WEIGHT  
CARRIED

## Lifestyle

Expenses/Day
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## Treasure

CP \_\_\_\_\_ SP \_\_\_\_\_ EP \_\_\_\_\_ GP \_\_\_\_\_ PP \_\_\_\_\_

**Magic Item:**

☐ **Attuned**

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# Character Background <sup>and</sup> or Notes Overflow

CHARACTER NAME

#



# MONK

Level:

CHARACTER NAME

#

Martial Arts:

Unarmored Movement:

Ki Save DC

$$8 + \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}} =$$

P.B. WIS MISC.

Tradition:

LEGEND: WIS = Wisdom Modifier,  
P.B. = Proficiency Bonus,  
MISC. = Miscellaneous or Magical Modifier

Ki Points

Ki points = Monk Level except no Ki points at 1st level.

Total

Used

Reset  
Short or  
Long Rest

○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

## Way of the Shadows

### Shadow Arts (3rd LVL)

Ki	LVL	Spell	Page
0	0	minor illusion	260
2	2	darkness	230
2	2	darkvision	230
2	2	pass without trace	264
2	2	silence	275

### Empty Body (18th LVL)

Ki	LVL	Spell	Page
8	9	astral projection	215

## Way of the Open Hand

### Tranquility (11th LVL)

LVL	Spell	Page
1	sanctuary	272

## Way of the Four Elements

Maximum Ki Points  
for a Spell

### Rush of the Gale Spirits

Ki	LVL	Spell	Page
2	2	gust of wind	248

### Sweeping Cinder Strike

Ki	LVL	Spell	Page
2	1	burning hands	220

### Gong of the Summit (6th LVL)

Ki	LVL	Spell	Page
3	2	Shatter	275

### Flames of the Phoenix (11th LVL)

Ki	LVL	Spell	Page
4	3	Fireball	241

### Ride the Wind (11th LVL)

Ki	LVL	Spell	Page
4	3	fly	243

### Wave of Rolling Earth (17th LVL)

Ki	LVL	Spell	Page
6	5	wall of stone	287

Notes: