

Monk 1

CLASS & LEVEL

Gladiator

BACKGROUND

PLAYER NAME

Half-orc

RACE

True Neutral

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
+0
10

DEXTERITY
+2
14

CONSTITUTION
+3
16

INTELLIGENCE
-1
8

WISDOM
+2
14

CHARISMA
+1
12

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

14 ARMOR CLASS

+2 INITIATIVE

30 ft SPEED

Hit Point Maximum **11**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d8**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Spear 2h*	+4	1d8+2 /P
Unarmed	+4	1d4+2 /B
Darts	+4	1d4+2 /P

You can throw your spear or darts 20 ft, or up to 60 ft with disadvantage on the attack roll. They still count as monk weapons.

> Savage Attacks
When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

*Notes:
- Spear damage die becomes 1d6 when thrown or used with only one hand.

ATTACKS & SPELLCASTING

> Darkvision
You can see in dim light within 60 ft of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

> Relentless Endurance
When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

> Unarmored Defense
Your AC equals 10 + your Dexterity modifier + your Wisdom modifier while you are wearing no armor and not wielding a shield.

> Martial Arts (d4)
Your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortwords and any simple melee weapon that doesn't have the two-handed or heavy property. While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use Dexterity instead of Strength for the attack and damage rolls, you can roll your Martial Arts die in place of the normal damage die, and when you use the Attack action on your turn you can make one unarmed strike as a bonus action.

> By Popular Demand (Gladiator)
Trained to make the arts of combat into a spectacle the crowd can enjoy, you can always find a place to perform, perhaps a gladiatorial arena or secret pit fighting club, though you also have some skills as a tumbler or actor. You can perform this kind of flashy combat even without an opponent, as a form of art.

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

> Proficiencies
Simple weapons, shortwords, brewer's supplies, drum, disguise kit.

> Languages
Common, Orc.

OTHER PROFICIENCIES & LANGUAGES

Fighting spear, performance spear with fancy crimson cloth strapped under the tip, backpack, bedroll, mess kit, a tinderbox, a waterskin, hempen rope (50 ft), an admirer's lock of hair, a crimson costume and mask.

15

Darts x10
Torches x10
Rations (daily) x10

EQUIPMENT