



# STARELLE ELDENSPIRE

Monk 1

CLASS & LEVEL

0

EXPERIENCE POINTS

PLAYER NAME

Human

RACE/ANCESTRY/HERITAGE

Hermit

BACKGROUND

CAMPAIGN or PLAYER ID

STR  
**+1**  
13

DEX  
**+3**  
16

CON  
**+2**  
14

INT  
**+0**  
11

WIS  
**+2**  
15

CHA  
**-1**  
9

**+2** PROFICIENCY BONUS

## SAVING THROWS

+3 Strength Saves \*  
+5 Dexterity Saves \*  
+2 Constitution Saves  
+0 Intelligence Saves  
+2 Wisdom Saves  
-1 Charisma Saves  
\* Prof. bonus added

## SKILLS

+3 Acrobatics (*Dex*)  
+2 Animal Handling (*Wis*)  
+0 Arcana (*Int*)  
+1 Athletics (*Str*)  
-1 Deception (*Cha*)  
+2 History (*Int*) \*  
+2 Insight (*Wis*)  
-1 Intimidation (*Cha*)  
+0 Investigation (*Int*)  
+4 Medicine (*Wis*) \*  
+0 Nature (*Int*)  
+2 Perception (*Wis*)  
-1 Performance (*Cha*)  
-1 Persuasion (*Cha*)  
+2 Religion (*Int*) \*  
+3 Sleight of Hand (*Dex*)  
+5 Stealth (*Dex*) \*  
+2 Survival (*Wis*)

\* Prof. bonus added

**12** PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

Armor: none

Weapons: simple weapons, shortsword

Tools: herbalism kit, musical instrument (flute)

Saving Throws: Strength, Dexterity

Skills: History, Medicine, Religion, Stealth

Languages: Common, Orc, Draconic

## ENCUMBRANCE

Lifting & Carrying: 195 lbs. max. carrying capacity; 390 lbs. pushing or dragging (speed -5 ft.); 390 lbs. max. lift.



ARMOR CLASS (AC)

**15**



INITIATIVE

**+3**



SPEED

**30 ft.**

Armor Worn: none (Unarmored Defense)



HIT POINTS

**10**

HIT DICE

**1d8**

DEATH SAVES: Success O O O Fail O O O

## WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

**Martial Arts.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d4+3 bludgeoning damage. Can also make unarmed strike as bonus action.

**Dart.** *Ranged Weapon Attack:* +5 to hit. *Hit:* 1d4+3 piercing damage. (Normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

## MAGIC, FEATS & SPECIAL ATTACKS

**Martial Arts During A Turn:** Counting actions and bonus actions, make two unarmed attacks or one weapon attack plus one unarmed attack in turn. (Opportunity attack is a separate reaction, do once per round.)

## EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** ten (10) darts, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 8.5 lbs.; add 1 lb. per 50 coins carried.)

## Magic Items [DMG p. 135]

• *potion of healing* (2d4+2 hp)

(a) *Item attuned to character.*

**Coins & Gems:** 3 gold pieces (gp); 22 silver pieces (sp); 49 copper pieces (cp); 3 gems (worth 10 gp each)

## FEATURES, TRAITS & MORE

**Alignment:** Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

## Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Traits:** Often silently lost in thoughts. Suffers from mad visions.
- **Ideal:** Truth unlocks cosmic power.
- **Bond:** In hiding from enemies.
- **Flaw:** Doesn't bathe enough.

## Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 19 years old
- Medium Size (5' 6", 170 lbs.)

## Monk Class Features [PHB p. 76]

- Unarmored Defense (AC)
- Martial Arts (1d4, bonus attack)