

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

MARTIAL ARTS DIE

KI SAVE DC

KI POINTS

MARTIAL ARTS

KI

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

MONK

MONASTIC TRADITION

UNARMoured MOVEMENT

MONASTIC TRADITION FEATURE

DEFLECT MISSILES

SLOW FALL

EXTRA ATTACK

KI-EMPOWERED STRIKES

MONASTIC TRADITION FEATURE

EVASION

STILLNESS OF MIND

PURITY OF BODY

MONASTIC TRADITION FEATURE

TONGUE OF THE SUN AND MOON

TIMELESS BODY

MONASTIC TRADITION FEATURE



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE