

	<b>Name:</b>	Macredoe	<b>Race:</b>	Gnome Male	<b>Class:</b>	Monk	<b>Background:</b>	Hermit	<b>Tradition:</b>	
	Age: 32	Height: 3'7"	Weight: 99lbs	<b>Level:</b>	2	<b>Alignment:</b>	Neutral Good (Deity: Vishnu)			
	Eyes: Green	Skin: Tan	Hair: Blond	<b>Experience:</b>	656	<b>Languages:</b>	Common, Gnomish, Orc			
	Personality Traits: Gets lost in thoughts & becomes oblivious to surroundings (spaces out)									
	<b>Hit Dice:</b>	2d8 - Ω Ω	<b>Hit Points:</b>	15			<b>Condition:</b>			
<b>Hit Points Max:</b>	15	<b>Temp Hit Points:</b>				<b>Death Saves:</b>	Successes: Ω Ω Ω Fails: Ω Ω Ω			

Monk Traits	Description	Bonuses
Unarmed Strike	Bonus Attack (Deadly hands): extra unarmed attack in combo only with a monk weapon or other hand combat;	Allows for combo moves
Unarmored Defense	Not allowed to wear armor; Because of training Armor Class = 10 + Dexterity Mod + Wisdom Mod	
Unarmored Movement	Speed increased by 10 as long as wearing monk armor only	+10 to Speed
Martial Arts	If no armor, and also using an attack action, then can also attack as a bonus action therefore 2 attacks	Special: 2 attacks

Abilities & Mods	Saving Throws
Strength: 11 +0	P +2
Dexterity: 19 +4	P +7
Intelligence: 13 +1	+1 Advantage
Wisdom: 13 +1	+1 Advantage
Constitution: 13 +1	+1
Charisma: 9 -1	-1 Advantage

**Inspiration:** \_\_\_\_\_

**Initiative (D):** +4

**Proficiency Bonus:** +2

**Passive Perception (w):** 11

Skills				Speed: 35		
Acrobatics (D)	+4	P	Insight (W)	+3	Performance (Ch)	-1
Animal Handling (W)	+1		Intimidation (Ch)	-1	Persuasion (Ch)	-1
Arcana (I)	+1		Investigation (I)	+1	P Religion (I)	+3
Athletics (S)	+0	P	Medicine (W)	+3	Sleight of Hand (D)	+4
Deception (Ch)	-1		Nature (I)	+1	P Stealth (D)	+6
History (I)	+1		Perception (W)	+1	Survival (W)	+1

Armor	Armor Class:	16	Magic	Equipped	AC
Monk's cloth & cloak with soft sandals – Must wear this only to use monk abilities – no armor			+0	X	0
Ki Foot Wraps of Baryshnikov: +1 to AC and +1 to Dexterity saving throws			+1	X	+1
Ki Hand Straps of Spider Rico: +1 to attack and damage rolls for Unarmored strikes only			+1	X	-

Weapons	Proficient	Range	Attacks	Magic	Attack Bonus	Damage
Unarmed Strike - Deadly Hands – Can combo with monk weapon	P	3'	1/1 or 2/1	+0	+5	1d4 + 5
Dagger (Finesse)	P	20/60	1/1	+0	+6	1d4 + 4
Crossbow, Light Bolts: 100	P	30/120	1/1	+0	+6	1d4 + 4

Ki	Ki Points Max:	2	Current Ki Points:	2	Ki Save DC:	11
<b>Ki Cost</b>	<b>Ki Abilities</b>	<b>Description</b>				
1	Flurry of blows	Allows you to attack twice as a bonus action				
1	Step of the Wind	Allows you to make a Dodge or Disengage action as a bonus action; Jump distance doubled				

Pack		
Items	Description	Equipped
Healing	Healer's Kit: 10	
Potion	Grants experience enough to go up one level; Will not work above 4	
Potion	Healing potion for 2d4 per dose; Doses: 6	
Herbalism Kit	For making potions	
Clothing	Traveler's Clothes	x
Climbing Gear	Crowbar, hammer, 10 pitons, 50' rope, small knife	
Camping Gear	Map case & scrolls, fishing tackle, Bedroll, mess kit, tinderbox, 10 torches	
Food	Water skin; Rations: 10	

Coin & Treasure		
<b>Platinum:</b>	2	<b>Silver:</b> 40
<b>Gold:</b>	97	<b>Copper:</b> 10
<b>Treasure:</b>		

**Appearance:**

**Background:**

**Ideals:** Free thinking; Inquiry and curiosity are the pillars of progress.

**Bonds:** I entered seclusion to hide from ones who might still be hunting me. I must someday confront them.

**Flaws:** I like keeping secrets and don't share them with anyone.