

Wonderland

A Fantasy Role-Playing Setting

Character Name

Player Name

Human, Monk (Way of the Open Hand), 3

Ancestry, Class (Subclass), Level

Hermit

Background

950

Experience

STR

+1

13

PROFICIENCY BONUS

+2

Saving Throws

+3 Strength*

+5 Dexterity*

+2 Constitution

+0 Intelligence

+2 Wisdom

-1 Charisma

**prof. bonus added*

Skills

+5 Acrobatics*

+2 Animal Handling

+0 Arcana

+1 Athletics

-1 Deception

+2 History*

+2 Insight

-1 Intimidation

+0 Investigation

+4 Medicine*

+0 Nature

+2 Perception

-1 Performance

-1 Persuasion

+2 Religion*

+3 Sleight of Hand

+3 Stealth

+2 Survival

**prof. bonus added*

PASSIVE WISDOM

12

ARMOR

15

None

HP

24

HD 3D8

INITIATIVE

+3

SPEED

40ft

LANGUAGES

Common

ALIGNMENT

Chaotic Good

SIZE

Medium

ACTION

- **Martial Arts** melee, +5 to hit, 1D4+3, can make unarmed strike as bonus action
- **Dart** ranged, +5 to hit, 1D4+3

CLASS FEATURE

- **Ki Energy** 3 ki points to use, recharges after short or long rest
- **Flurry of Blows** 1 ki for 2 extra Punches after first Punch attack (3 punches total) plus add one effect on target
 - DEX save or knocked prone
 - STR save or pushed 15' away
 - Can't take reactions until end of your next turn
- **Patient Defense** 1 ki for Dodge as bonus action
- **Step of the Wind** 1 ki for Disengage or Dash as bonus action, jump distance doubled
- **Martial Arts** 1D4 bonus attack
- **Deflect Missiles** Use reaction to reduce ranged weapon damage by 1D10+3
- **Unarmored Movement** Higher speed

BACKGROUND FEATURE

- **Discovery**

PROFICIENCIES

- **Armor** none
- **Weapons** simple, shortsword
- **Tools** calligrapher's supplies, herbalism kit

EQUIPMENT

- **Carrying** 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
- **Coins & Gems** 2 gold pieces (GP), 4 gems (each worth 10 GP)

CORNER CUTTER

Life in the monastery isn't for everyone. The elders did their best to teach you patience and serenity yet you continued to rush through your chores no matter what. Even the honor of being assigned the most prized duty, trimming the illuminated manuscripts, was wasted on you.

Now, for the first time in your life, you're finally free to explore the world beyond the monastery's walls. Maybe now you'll find your missing twin.

PERSONALITY TRAIT

You're terribly impatient but the elders taught you a few breathing exercises to do when others are taking longer than you'd like.

IDEAL

Efficiency. Perfection is the enemy of progress.

BOND

The elders believe the scar on your side means you were separated from a twin at birth.

FLAW

You'll always take a shortcut no matter how risky.

NOTES