Katril (Dragon Dancer)	Entertainer	64,000	85,000	Joe	v1.64
CHARACTER NAME	BACKGROUND	EXPERIENCE	NEXT LEVEL	PLAYER NAME	

Monk 10	Way of the Open Hand	Neutral Good	
CLASS	SUBCLASS	ALIGNMENT	RELIGION / PATRON / DEITY

10	Wood Elf	Medium	Female	170	4' 10"	104 lb	Fair	Grey	Blond
LEVEL	RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT	SKIN	EYES	HAIR

ABILITIES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH	10	+0		
DEX DEXTERITY	20	+5		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	13	+1		
WIS WISDOM	16	+3		
CHA CHARISMA	9	–1		

SAVING THROWS

SAVING THROW	=	ABILITY MODIFIER	+	PROFICIENCY BONUS	+	OTHER MODIFIER
+4	=	0	+	4	+	
+9	=	5	+	4	+	
+3	=	3	+		+	
+1	=	1	+		+	
+3	=	3	+		+	
–1	=	-1	+		+	

HEALTH & ARMOR

HP HIT POINTS	MAX	TEMPORARY	REMAINING	HD HIT DICE	TOTAL	USED HIT DICE	DEATH ROLLS
	83		83		10	10d8	PASS / FAIL

AC ARMOR CLASS	TOTAL	=	ARMOR	+	SHIELD	+	DEXTERITY MODIFIER	+	OTHER	DAMAGE RESISTANCE	DAMAGE REDUCTION
	18	=	13	+		+	5	+			

ARMOR

	ARMOR	WEIGHT	DEX MOD	STRENGTH	STEALTH
none	13	-	+5	-	-

TYPE	PROPERTIES
-	-

SHIELD

	ARMOR	WEIGHT	PROPERTIES
none	+0	-	

ACTIONS

INITIATIVE MODIFIER	TOTAL	=	DEXTERITY MODIFIER	+	OTHER
	+5	=	5	+	

SPEED NORMAL	ENCUMBERED	INSPIRATION
65 ft	-10 ft	

ATTACKS PER ACTION	TOTAL	=	STANDARD	+	EXTRA ATTACKS
	2	=	1	+	1

PERCEPTION PASSIVE	TOTAL	=	BASE	+	PERCEPTION SKILL	+	OTHER
	17	=	10	+	7	+	

ATTACK 1

	BONUS	DAMAGE	TYPE
Quarterstaff	+9	1d6+5	bludgeoning

RANGE	PROPERTIES
-	proficient, versatile (1d8), martial arts

AMMUNITION

ATTACK 2

	BONUS	DAMAGE	TYPE
Unarmed strike	+9	1d6+5	bludgeoning

RANGE	PROPERTIES
-	proficient, martial arts

AMMUNITION

ATTACK 3

	BONUS	DAMAGE	TYPE
Dart	+9	1d4+5	piercing

RANGE	PROPERTIES
20/60	proficient, finesse, thrown, underwater

AMMUNITION 10

ATTACK 4

	BONUS	DAMAGE	TYPE
Longbow	+9	1d8+5	piercing

RANGE	PROPERTIES
150/600	proficient, ammunition, heavy, two-handed

AMMUNITION Arrows

ATTACK 5

	BONUS	DAMAGE	TYPE

RANGE	PROPERTIES

AMMUNITION

ATTACK 6

	BONUS	DAMAGE	TYPE

RANGE	PROPERTIES

AMMUNITION

SKILLS

SKILL NAME	ABILITY	PROFICIENT	SKILL MODIFIER	=	ABILITY MODIFIER	+	PROFICIENCY BONUS	+	OTHER MODIFIER
Acrobatics	DEX	●	+9	=	5	+	4	+	
Animal Handling	WIS	○	+3	=	3	+		+	
Arcana	INT	○	+1	=	1	+		+	
Athletics	STR	○	+0	=	0	+		+	
Deception	CHA	○	–1	=	-1	+		+	
History	INT	○	+1	=	1	+		+	
Insight	WIS	●	+7	=	3	+	4	+	
Intimidation	CHA	○	–1	=	-1	+		+	
Investigation	INT	○	+1	=	1	+		+	
Medicine	WIS	○	+3	=	3	+		+	
Nature	INT	○	+1	=	1	+		+	
Perception (Darkvision 60ft)	WIS	●	+7	=	3	+	4	+	
Performance	CHA	●	+3	=	-1	+	4	+	
Persuasion	CHA	○	–1	=	-1	+		+	
Religion	INT	○	+1	=	1	+		+	
Sleight of Hand	DEX	○	+5	=	5	+		+	
Stealth	DEX	●	+9	=	5	+	4	+	
Survival	WIS	○	+3	=	3	+		+	

PROFICIENCIES

PROFICIENCY BONUS +4

WEAPONS

All Simple
Unarmed strike
Long sword
Short sword
Longbow

ARMOR

none

TOOLS

Carpenter's tools
Disguise kit
Pan flute

LANGUAGES

Common
Elvish

EQUIPMENT WORN

HEAD — HEADBAND, HAT, HELMET, OR PHYLACTERY

HANDS — GLOVES OR GAUNTLETS

EYES — EYE LENSES OR GOGGLES

ARMS / WRISTS — BRACERS OR BRACELETS

NECK — AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB

BODY — ROBE OR SUIT OF ARMOR

SHOULDERS — CLOAK, CAPE OR MANTLE

TORSO — VEST, VESTMENT, OR SHIRT

RINGS — RIGHT HAND

WAIST — BELT OR GIRDLE

RINGS — LEFT HAND

FEET — BOOTS, SHOES, OR SLIPPERS

CARRYING CAPACITY

CURRENT (ENCUMBERED, SPEED 55 FT)	92.6 lb
ENCUMBERED (SPEED -10 FT)	51 - 100 lb
ENCUMBERED HEAVILY (SPEED -20 FT, DISADV. ON STR, DEX, CON CHECKS, ATTACKS & SAVES)	101 - 150 lb
PUSH, DRAG, LIFT (PUSH OR DRAG ABOVE 150 LB SPEED DROPS TO 5 FT)	0 - 300 lb

COINAGE

	CARRYING	TOTAL
PLATINUM (PP) — 1 PLATINUM = 10 GOLD		
GOLD (GP) — 1 GOLD = 2 ELECTRUM	105	
ELECTRUM (EP) — 1 ELECTRUM = 5 SILVER		
SILVER (SP) — 1 SILVER = 10 COPPER		
COPPER (CP)		