

D&D BEYOND

Pau Vello

CHARACTER NAME

Monk 6 / Fighter 1

CLASS & LEVEL

Human

SPECIES

Hermit

BACKGROUND

osianpg

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH
10
+0

DEXTERITY
15
+2

CONSTITUTION
16
+3

INTELLIGENCE
10
+0

WISDOM
16
+3

CHARISMA
8
-1

+3 Strength
 +5 Dexterity
 +3 Constitution
 +0 Intelligence
 +3 Wisdom
 -1 Charisma

 Saving Throw Modifiers

SAVING THROWS

+5 Acrobatics DE
 +3 Animal Handling WI
 +0 Arcana IN
 +3 Athletics ST
 -1 Deception CH
 +0 History IN
 +3 Insight WI
 -1 Intimidation CH
 +0 Investigation IN
 +6 Medicine WI
 +0 Nature IN
 +3 Perception WI
 -1 Performance CH
 -1 Persuasion CH
 +3 Religion IN
 +2 Sleight of Hand DE
 +5 Stealth DE
 +3 Survival WI

SKILLS

+2
INITIATIVE

ARMOR
15
CLASS

DEFENSES

HEROIC INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

45 ft. (Walking)
SPEED

Max HP **60** Current HP Temp HP **--**
HIT POINTS
 Total **6d8 + 1d10**
HIT DICE
 SUCCESSES
 FAILURES
DEATH SAVES

=== ARMOR ===
 Light Armor, Medium Armor, Shields

=== WEAPONS ===
 Martial Weapons, Simple Weapons

=== TOOLS ===
 Calligrapher's Supplies, Drum, Herbalism Kit

=== LANGUAGES ===
 Common, Common Sign Language, Goblin, Primordial

PROFICIENCIES & TRAINING

=== ACTIONS ===
 Standard Actions
 Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improve, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===
 Flurry of Blows
 You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.

 Kensei's Shot
 You can use a bonus action on your turn to make ranged attacks with a kensei weapon deal an extra current turn.

 Patient Defense
 You can take the Disengage action as a Bonus action.

 Focused Patient Defense. You can expend 1 Focus Point to take both the Disengage and Dodge actions as a Bonus Action.

 Second Wind • 2 / Long Rest
 You can draw upon a limited well of physical and mental stamina and regain 1d10+1 HP.
 You can use this 2 times per Long Rest, and can

13 PASSIVE PERCEPTION
13 PASSIVE INSIGHT
10 PASSIVE INVESTIGATION

 Blindsight 10 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+5	1d8+2 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Quarterstaff	+5	1d8+2 Bludgeoning	Simple, Versatile, Toppel
Sling, +1	+6	1d8+3 Bludgeoning	Simple, Ammunition, Range, Slow, Range (30/120)
Spear	+5	1d8+2 Piercing	Simple, Thrown, Versatile, Sap, Range (20/60)
Unarmed Strike	+5	1d8+2 Bludgeoning	
Unarmed Strike	+5	1d8+2 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



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=== MONK FEATURES ===

* Core Monk Traits • free-rules 101

* Martial Arts • free-rules 101

You gain the following benefits when unarmed or wielding only Monk weapons, provided you aren't wearing armor or wielding a Shield.

- You can make an Unarmed Strike as a Bonus Action.
- You can roll 1d8 in place of the normal damage from your Unarmed Strikes or Monk weapons.
- You can use Dex. instead of Str. for the attack and damage rolls of your Unarmed Strikes and Monk Weapons. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use Dex. instead of Str. to determine the save DC.

I Unarmed Strike: 1 Bonus Action

* Unarmored Defense • free-rules 101

While you aren't wearing armor or wielding a Shield, your base AC equals 10 + Dex. modifier + Wisdom modifier.

* Monk's Focus • free-rules 101

Your focus and martial training allows you to harness a well of energy within yourself called Focus Points. You have 6 Focus Points and regain all expended points after you finish a Short or Long Rest.

You can expend these points to enhance or fuel certain Monk features. You start knowing three such features:

Flurry of Blows. You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.
Patient Defense. You can take the Disengage action as a Bonus action or expend 1 Focus Point to take both the Disengage and Dodge actions as a Bonus

Action.

Step of the Wind. You can take the Dash action as a Bonus action or expend 1 Focus Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

Features that use Focus Points may require your target to make a saving throw. The save DC equals 8 + Wis. modifier + Prof. Bonus.

I Focus Points: 6 / Short Rest • Special

I Flurry of Blows: 1 Bonus Action

I Patient Defense: 1 Bonus Action

I Step of the Wind: 1 Bonus Action

* Unarmored Movement • free-rules 102

Your speed increases by 15 ft. while you aren't wearing armor or wielding a Shield.

* Uncanny Metabolism • free-rules 102

Once per Long Rest, when you roll Initiative you can regain all expended Focus Points, and regain 1d8+6 HP.

I 1 / Long Rest • Special

* Deflect Attacks • free-rules 102

When an attack roll that includes Bludgeoning, Piercing, or Slashing damage hits you, you can take a Reaction to reduce the attack's total damage by 1d10+8.

If you reduce the damage to 0, you can expend 1 Focus Point to redirect some of the attack's force. If you do, choose a creature you can see within 5 ft. of you if it was melee, or a creature you can see within 60 ft. that isn't behind Total Cover if the attack was ranged. The creature must succeed on a DC 14 Dex.

saving throw or take 2d8+2 damage of the same type dealt by the attack.

I Deflect Attack: 1 Reaction

I Deflect Attack: Redirect Attack: 1 Reaction

* Monk Subclass • free-rules 103

I Way of the Kensei (XGtE)

* Path of the Kensei • XGtE

Kensei Weapons - You choose kensei weapons, gain proficiency with them if you don't already have it, and they are treated as monk weapons.

Agile Parry - If you make an unarmed strike as part of the Attack action on your turn and are holding a kensei weapon, you gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.

Kensei's Shot - You can use a bonus action on your turn to make ranged attacks with a kensei weapon deal an extra 1d4 damage of the weapon's type until the end of the current turn.

Way of the Brush - You gain proficiency with calligrapher's supplies or painter's supplies.

I Agile Parry: 1 Action

I Kensei's Shot: 1 Bonus Action

* Ability Score Improvement • free-rules 103

* Slow Fall • free-rules 103

You can take a Reaction when you fall to reduce any falling damage by 30.

I 1 Reaction

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Periapt of Wound Closure	1	--	Bedroll	1	7 lb.
SP	0	Potion of Hill Giant Strength	1	--	Drum	1	3 lb.
EP	0	Sling, +1	1	--	Herbalism Kit	1	3 lb.
GP	0	Potion of Healing	1	0.5 lb.	Book	1	5 lb.
CP	3,956	Espejo del pasado	1	--	Lamp	1	1 lb.
GP	0	Dagger	1	1 lb.	Traveler's Clothes	1	4 lb.
GP	0	Dagger	1	1 lb.	Chest	1	25 lb.
GP	0	Dagger	1	1 lb.	Balance of harmony	1	--
GP	0	Dagger	1	1 lb.	Rod of the pact keeper+1	1	--
GP	0	Dagger	1	1 lb.	Oil	2	2 lb.
WEIGHT CARRIED	123.5 lb.	Quarterstaff	1	4 lb.	Rations	10	20 lb.
ENCUMBERED	150 lb.	Spear	1	3 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
PUSH/DRAG/LIFT	300 lb.	Oil	3	3 lb.	Periapt of Wound Closure	1	--
		Backpack	1	5 lb.			
		Calligrapher's Supplies	1	5 lb.			

EQUIPMENT



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*** Extra Attack • free-rules 103**

You can attack twice instead of once when you take the Attack action.

*** Stunning Strike • free-rules 103**

Once per turn, when you hit with a Monk weapon or Unarmed Strike, you can expend 1 Focus Point to attempt a stunning strike. The target must make a DC 14 Con. saving throw. On a failed save, the target has the Stunned condition until the start of your next turn. On a successful save, the target's Speed is halved until the start of your next turn, and the next attack roll made against it has Advantage.

I 1 Action

*** Empowered Strikes • free-rules 103**

Whenever you deal damage with your Unarmed Strike, it can deal your choice of Force damage or its normal damage type.

I Special

*** One with the Blade • XGtE**

Your attacks with your kensei weapons count as magical for the purpose of overcoming resistance and immunity.

Once per turn, when you hit a target with a kensei weapon, you can spend 1 Focus point to cause the weapon to deal 1d6 extra damage to the target.

I Magic Kensei Weapons: Special

I Deft Strike: Special

*** Kensei Weapon • XGtE**

You can choose up to 3 kensei weapons.

=== FIGHTER FEATURES ===

*** Core Fighter Traits • free-rules 91**

*** Fighting Style • free-rules 91**

You gain a Fighting Style feat of your choice, and whenever you gain a Fighter level, you can replace the feat you chose with a different Fighting Style feat.

*** Second Wind • free-rules 91**

As a Bonus Action, you can draw upon a limited well of physical and mental stamina and regain 1d10+1 HP.

You can use this 2 times per Long Rest, and can regain one expended use when you finish a Short Rest.

I 2 / Long Rest • 1 Bonus Action

*** Weapon Mastery • free-rules 91**

=== HUMAN SPECIES TRAITS ===

*** Creature Type • free-rules 194**

You're a Humanoid.

*** Size • free-rules 194**

Your Size is Medium or Small, chosen when you select this species.

*** Speed • free-rules 194**

Your Speed is 30 ft.

*** Resourceful • free-rules 194**

You gain Heroic Inspiration whenever you finish a Long Rest.

*** Skillful • free-rules 193**

You gain proficiency in one skill of your choice.

*** Versatile • free-rules 194**

*** Languages • free-rules 37**

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it.

=== FEATS ===

*** Telekinetic • PHB-2024 208**

Ability Score Increase. Int., Wis., or Cha. increased by 1.

Minor Telekinesis. You learn the Mage Hand spell. You can cast it without Verbal or Somatic components, you can make the spectral hand Invisible, and its range increases by 30 ft. when you cast it. The spell's spellcasting ability is the ability increased by this feat.

Telekinetic Shove. As a Bonus Action, you can telekinetically shove one creature you can see within 30 ft. of yourself. When you do so, the target must succeed on a Strength saving throw (DC 8 plus the ability modifier of the score increased by this feat and your Proficiency Bonus) or be moved 5 ft. toward or away from you.

I Wisdom •

I Telekinetic Shove: 1 Bonus Action

*** Blind Fighting • PHB-2024 209**

You have Blindsight with a range of 10 ft.

*** Tavern Brawler • PHB-2024 202**

Enhanced Unarmed Strike. When you hit with your Unarmed Strike and deal damage, you can deal 1d4 +0 Bludgeoning damage instead of the normal

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Rope	1	5 lb.			
Bedroll	1	7 lb.			
Tinderbox	1	1 lb.			
Torch	10	10 lb.			
Waterskin	1	5 lb.			
Chime of Opening	1	--			
Lantern of Revealing	1	--			
Rod of the Pact Keeper, +1	1	--			
Espejo del pasado	1	--			
Balance of harmony	1	--			
Rod of the pact keeper+1	1	--			

ADDITIONAL EQUIPMENT



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damage of an Unarmed Strike.

Damage Rerolls. Whenever you roll a damage die for your Unarmed Strike, you can reroll the die if it rolls a 1, and you must use the new roll.

Improvised Weaponry. You have proficiency with improvised weapons.

Push. When you hit a creature with an Unarmed Strike, you can deal damage to the target and also push it 5 feet away from you. You can use this benefit only once per turn.

| Enhanced Unarmed Strike: 1 Action

| Push: Special

* Weapon Mastery • PHB-2024 91

| Club (Slow) •
Slow. If you hit a creature with a Club and deal damage to the creature, you can reduce its Speed by 10 ft. until the start of your next turn. If the creature is hit more than once with this property, the Speed reduction doesn't exceed 10 ft.

| Quarterstaff (Topple) •
Topple. If you hit a creature with a Quarterstaff, you can force it to make a Con. saving throw (DC 8 + 3 + the ability modifier used to make the attack). On a failed save, the creature has the Prone condition.

| Sling (Slow) •
Slow. If you hit a creature with a Sling and deal damage to the creature, you can reduce its Speed by 10 ft. until the start of your next turn. If the creature is hit more than once with this property, the Speed reduction doesn't exceed 10 ft.

| Slow (Sling): 1 Action

| Slow (Club): 1 Action

| Topple (Quarterstaff): 1 Action

* Healer • PHB-2024 201
Battle Medic. As a Utilize action, you can expend one use of a Healer's Kit to tend to a creature within 5 feet of yourself. That creature can expend one of its HP Dice, and you then roll that die. The creature regains a number of HP equal to the roll +3.

Healing Rerolls. Whenever you roll a die to determine the number of HP you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

| Battle Medic: 1 Action

* Hermit Ability Score Improvements • PHB-2024 181

| Increase two scores (+2 / +1) •

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Pau Vello

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Puffismo		Cego	Calvo
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

=== Allies ===
Tartaruga

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

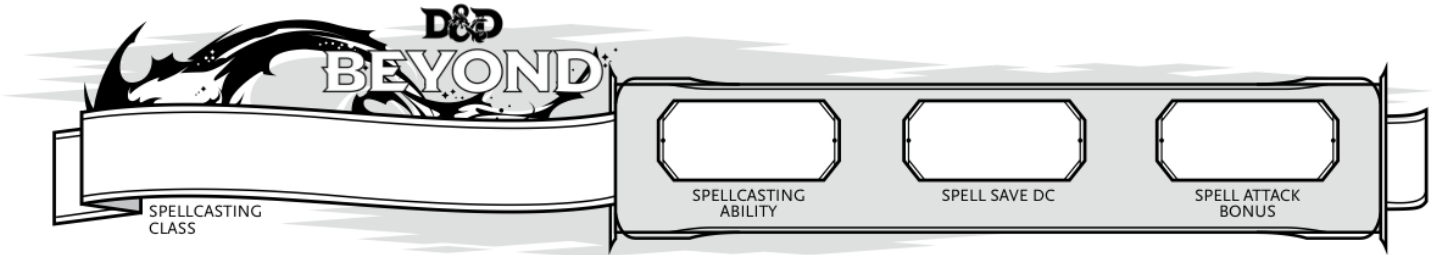
IDEALS
Nature. The natural world is more important than all

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
<input type="radio"/>	Mage Hand	Telekinetic	--	1A	30 ft.	V,S	1 minute	free-rules 293	D: 1m, V/S

SPELLS