



KLAUS KRINGLE

Monk 5 (Way of Shadow)
CLASS & LEVEL

6,760
EXPERIENCE POINTS

PLAYER NAME

Human
RACE/ANCESTRY/HERITAGE

Noble
BACKGROUND

CAMPAIGN or PLAYER ID

STR
+3
16

+3 PROFICIENCY BONUS

ARMOR CLASS (AC) INITIATIVE
14 +3 40 ft.

SPEED

FEATURES, TRAITS & MORE

Alignment: Neutral Good. I help others according to their needs and promote compassion above all else.

DEX
+3
17

SAVING THROWS

- +6 Strength Saves *
- +6 Dexterity Saves *
- +0 Constitution Saves
- 1 Intelligence Saves
- +1 Wisdom Saves
- +0 Charisma Saves
- * Prof. bonus added

Armor Worn: none (Unarmored Defense)

HIT POINTS HIT DICE
38 5d8

DEATH SAVES: Success O O O Fail O O O

Noble Background [PHB p. 135]

- **Feature:** Position of Privilege
- **Traits:** It is better to give than receive. If you love what you do, it's not really work.
- **Ideal:** No child should suffer hunger.
- **Bond:** There is an orphanage that I owe a debt that I can never repay.
- **Flaw:** I am generous to a fault.

CON
+0
11

SKILLS

- +6 Acrobatics (Dex) *
- +1 Animal Handling (Wis)
- 1 Arcana (Int)
- +6 Athletics (Str) *
- +0 Deception (Cha)
- +2 History (Int) *
- +4 Insight (Wis) *
- +0 Intimidation (Cha)
- 1 Investigation (Int)
- +1 Medicine (Wis)
- 1 Nature (Int)
- +1 Perception (Wis)
- +0 Performance (Cha)
- +3 Persuasion (Cha) *
- 1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +1 Survival (Wis)

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make two attacks rather than one.

Martial Arts. Melee Weapon Attack: +6 to hit, reach 5 ft. *Hit:* 1d6+3 bludgeoning damage. Can also make unarmed strike as bonus action.

INT
-1
9

Dart. Ranged Weapon Attack: +6 to hit. *Hit:* 1d4+3 piercing damage. (Normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 27 years old
- Medium Size (5' 9", 175 lbs.)

Ki Energy [PHB p. 78]

- 5 ki points betw. short or long rests

WIS
+1
12

MAGIC, FEATS & SPECIAL ATTACKS

Lucky Feat [PHB p. 167]: Reroll one of your attacks, ability checks or saves, or an attack on you, three different times betw. long rests.

Tough Feat [PHB p. 170]: Bonus hp per level.

Class Features [PHB p. 76]

- Unarmored Defense (AC)
- Martial Arts (1d6, bonus attack)
- Flurry of Blows (1 ki for two unarmed attacks as bonus action)
- 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)
- Unarmored Movement (higher speed)
- Deflect Missiles (reduce by 1d10+8)
- Shadow Arts (2 ki for *Darkness*, *Darkvision*, *Pass Without Trace*, or *Silence*)
- Slow Fall (-25 damage)
- Extra Attack (2/attack)
- Stunning Strike (1 ki point, Constitution save of stunned)

CHA
+0
11

11 PASSIVE WISDOM (PERCEPTION)

Martial Arts During A Turn: Counting actions and bonus actions, make three unarmed attacks or one weapon attack plus two unarmed attack in turn. Or, for 1 ki point, make four unarmed attacks in a turn. (Opportunity attack is a separate reaction, do once per round.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: ten (10) darts, set of fine clothes, a signet ring, a scroll of pedigree, a purse. (This load is about 8.5 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 701 gold pieces (gp); 29 silver pieces (sp); 7 copper pieces (cp); 2 gems (worth 50 gp each)

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: simple weapons, shortsword

Tools: cartographer's tools, gaming set (Dragonchess)

Saving Throws: Strength, Dexterity

Skills: Acrobatics, Athletics, History, Insight, Persuasion

Languages: Common, Dwarvish, Goblin, Halfling

ENCUMBRANCE

Lifting & Carrying: 240 lbs. max. carrying capacity; 480 lbs. pushing or dragging (speed -5 ft.); 480 lbs. max. lift.

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.

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Page number references...

[PHB] = *Dungeons & Dragons Player's Handbook (5th edition)* by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601).

[DMG] = *Dungeons & Dragons Dungeon Master's Guide (5th edition)* by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 0786965625; ISBN-13: 978-0786965625).

[MM] = *Dungeons & Dragons Monster Manual (5th edition)* by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618).

[ERftLW] = *Eberron: Rising from the Last War* by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966890; ISBN-13: 978-0786966899).

[GGtR] = *Guildmasters' Guide To Ravnica* by James Wyatt, Jeremy Crawford, published Nov. 20, 2018, by Wizards of the Coast (ISBN-10: 0786966599; ISBN-13: 978-0786966592).

[MOoT] = *Mythic Odysseys of Theros* by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018).

[MTOf] = *Mordenkainen's Tome Of Foes* by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240).

[MotM] = *Monsters of the Multiverse* by Jeremy Crawford and team, published May 17, 2022, by Wizards of the Coast (ISBN-13: 978-0786967872).

[SJAiS] = *Spelljammer: Adventures in Space* by Jeremy Crawford and team, published Aug. 16, 2022, by Wizards of the Coast (ISBN-10: 0786968168; ISBN-13: 978-0786968169).

[TCoE] = *Tasha's Cauldron of Everything*, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025).

[VRGtR] = *Van Richten's Guide To Ravenloft* by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254).

[VGtM] = *Volo's Guide To Monsters* by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-0786966011).

[WBtW] = *The Wild Beyond The Witchlight* by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-0786967278).

[XGtE] = *Xanathar's Guide to Everything* by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110).

Books are [available from a gaming store near you.](#)

HEY CRITTERS! CRITICAL ROLE SOURCEBOOKS

[TDCS] = *Critical Role: Tal'Dorei Campaign Setting* by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 1934547840; ISBN-13: 978-1934547847).

[EGtW] = *Explorer's Guide to Wildemount* by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ISBN-13: 978-0786966912).

[Gunslinger] = *Gunslinger Martial Archetype for Fighters* by Matthew Mercer, from <https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters>

[Blood Hunter] = *Blood Hunter Class for D&D 5e (2020)* by Matthew Mercer, from <https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020>

[Maestro] = *College of the Maestro - Bard College Option* by Matthew Mercer, from <https://www.dmsguild.com/product/183630/College-of-the-Maestro--Bard-College-Option>

DOWNLOADS

[Basic Rules] = Dungeons & Dragons Basic Rules, available for download from <https://dnd.wizards.com/articles/features/basicrules>

[EEPG] = Elemental Evil Player's Companion, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

[UA Feb. 2015] = Unearthed Arcana: Eberron (v.1), available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-eberron>

[UA May 2015] = Unearthed Arcana: Waterborne Adventures, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-waterborne-adventures>

[UA August 2015] = Unearthed Arcana: Modern Magic, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/modern-magic>. This site also uses Dan Helmick's [My New D20 Modern Campaign](#) conversion notes from his 2015 website article on Wizards.com.

[UA May 2018] = Unearthed Arcana: Centaurs And Minotaurs, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/centaurs-and-minotaurs>

[UA March 2021] = Unearthed Arcana: Folk Of The Feywild, available for download from https://dnd.wizards.com/articles/unearthedarcana/folk_feywild

[UA Oct. 2021] = Unearthed Arcana: Travelers Of The Multiverse, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/travelers-multiverse>

[TP] = The Turtle Package, see <https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/turtle-package>

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