

Elel

CHARACTER NAME

Monk 1

CLASS & LEVEL

High Elf

RACE

Acolyte

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

**STRENGTH**  
9  
-1

**DEXTERITY**  
19  
+4

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
8  
-1

**WISDOM**  
17  
+3

**CHARISMA**  
12  
+1

INSPIRATION

2 PROFICIENCY BONUS

SAVING THROWS

- +1 Strength
- +6 Dexterity
- +2 Constitution
- 1 Intelligence
- +3 Wisdom
- +1 Charisma

SKILLS

- +6 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- 1 Arcana (Int)
- +1 Athletics (Str)
- +1 Deception (Cha)
- +1 History (Int)
- +5 Insight (Wis)
- +1 Intimidation (Cha)
- +1 Investigation (Int)
- +3 Medicine (Wis)
- 1 Nature (Int)
- +5 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +1 Religion (Int)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +3 Survival (Wis)

17 ARMOR CLASS

+4 INITIATIVE

10m SPEED

Hit Point Maximum 10

10 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d8 HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Handaxe	+6	1d6 slashing, Light, thrown 6/20
Darts	+6	1d4 piercing, finesse, thrown 6/20
Unarmed strike	+6	1d4 bludgeoning

cantrip: Fire Bolt (action, V+S, 40m, instant, 1d10 fire dmg)

I am tolerant of other faiths and respect the worship of other gods

PERSONALITY TRAITS

I always try to help those in need, no matter what the personal cost

IDEALS

Everything I do is for the common people

BONDS

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life

FLAWS

Darkvision (20m dim as light, darkness as black/white dim)

Fey Ancestry (advantage on saving throws against being charmed, magic can't put you to sleep)

Trance (No need for sleep, 4 hours meditation = 8 hours rest)

Shelter of the Faithful (Command respect of those who share your faith, perform religious ceremonies, Whole group gets free healing and care at a temple, shrine, presence of your faith, if provided materials needed. Your believers will support a modest lifestyle. Residence at a temple - while near it, can call upon the priests for not hazardous assistance)

Unarmored Defense (no armor, AC = 10 + DEX + WIS)

Martial Arts (

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

15 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Languages: Common, Elvish, Draconic, Abyssal, Primordial

Tool Proficiencies: Calligrapher's supplies

Weapon Proficiencies: simple weapons, longsword, shortsword, shortbow, longbow

EQUIPMENT

- CF 16
- SP 8
- EP
- CF 24
- PP

- handaxe
- 10 darts
- backpack
- bedroll
- mess kit
- tinderbox
- 10 torches
- 10 days of rations
- waterskin
- 15m hempen rope
- holy symbol (girdle, a gift to you when you entered the priesthood)
- Prayer Wheel
- 5 sticks of incense
- Vestments
- Common Clothes
- Belt pouch



Ellel

CHARACTER NAME

87

AGE

Red

EYES

187cm

HEIGHT

Dark and smooth

SKIN

71kg

WEIGHT

Red

HAIR



CHARACTER APPEARANCE

NAME

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SYMBOL

ALLIES & ORGANIZATIONS

As the youngest child of a rather poor family, Ellel joined the local temple at a very young age, according to the customs among the local farmers. The monks saw potential in the young child, and noticed her agility of body and mind pretty quickly. After some testing of her predispositions, it was decided that Ellel's future would be among the wandering monks hunting demons and protecting the population.

Ellel got assigned to three teachers:  
 Master Quindi, a wise High Elf teaching how to live a daily life of respect for others, of empathy and altruism. Master Quindi never misses a chance to remind that in the grand scheme of things rules are nearly irrelevant, as long as it's the best for the people at large. Formally he should have been teaching theology, but that was very secondary in his training - or even tertiary, after the love for calligraphy.  
 Master Blaize, a hot-blooded Fire Genasi teaching the mastery of the flames. She is the incorporation of calmness when everything works out as expected, but is quick to anger and thus feared by most students - not by Ellel though, who initiated a deep friendship with Master Blaize, and who certainly adapted both the calmness and the stubbornness from her teacher.  
 Master Lotho, a Ghostwise Halfling teaching how to live and die by the handaxe. The last survivor of his family, his goal in life is to teach his family's fighting techniques to promising students so they won't die out. An expert demon hunter himself, he tries to prepare his students as much as possible.

Growing up in the monastery prepared Ellel for her future life, and now that she approaches adulthood she set out into the world to try to apply what she learned into practical actions, be it hunting down demons or helping the common folk, be it crafting beautiful calligraphy to embellish people's life or protecting the weak.

She hopes to be able to prove to be worthy to embark on the way of the four elements, following the ancient tradition of controlling the elements to promote goodness in the world, no matter what might be in the way.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



**SPELLCASTING CLASS**

SPELLCASTING ABILITY      SPELL SAVE DC      SPELL ATTACK BONUS

**0**      **CANTRIPS**

Fire Bolt (action, V+S, 40m, instant, 1d10 fire dmg)

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**SPELL NAME**

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SPELLS KNOWN