

NAME **Narset**

INIT **+3** PROF BONUS **+4** SPEED **40ft.** PASS PERCEP **12**

STR **+0** ● +4 SAVING THROWS ○ +0 ATHLETICS
11

DEX **+3** ● +7 SAVING THROWS ○ +3 ACROBATICS ○ +3 SLEIGHT OF HAND ○ +3 STEALTH
16

CON **+1** ○ +1 SAVING THROWS
12

INT **+4** ○ +4 SAVING THROWS ● +8 ARCANA ● +8 HISTORY ○ +4 INVESTIGATION ○ +4 NATURE ● +8 RELIGION
18

WIS **+2** ○ +2 SAVING THROWS ○ +2 ANIMAL HANDLING ● +6 INSIGHT ○ +2 MEDICINE ○ +2 PERCEPTION ○ +2 SURVIVAL
15

CHA **+0** ○ +0 SAVING THROWS ○ +0 DECEPTION ○ +0 INTIMIDATION ○ +0 PERFORMANCE ○ +0 PERSUASION
10

CLASS **Monk 5 Wizard 5**

RACE **Human** SUB CLASS **Astral Self/Abjuration** ALIGN **Neutral Good**



ACTIONS

NAME	RANGE	HIT/DC	DAMAGE
Dart	20/60ft.	+7	1d4+3 Piercing
Quarterstaff	5ft.	+7	1d6+3 Bludgeoning
Unarmed Strike	5ft.	+7	1d6+3 Bludgeoning
Arms of the Astral Self	10ft.	+7	1d6+3 Force

BONUS ACTIONS

NAME	RANGE	DC	DAMAGE
Summon Arms of the Astral Self	10ft.	Dex 14	2d6 Force
Unarmed Strike	5ft.	+7	1d6+3 Bludgeoning
Flurry of Blows	5ft.	+7	1d6+3 Bludgeoning

REACTIONS

NAME	RANGE	DC	DAMAGE
Deflect Missile Attack	20/60ft.	+7	1d6+3

SPELLS

NAME	SEE SPELL	SEE SPELL	SEE SPELL
Cast a Spell	see spell	see spell	see spell

HP CURRENT MAX 58 TEMP AC 15

DEATH SAVES SUCCESS FAILURE INSP XP 64k

SPELL CASTING ABILITY INT SAVE DC 16 ATTACK BONUS +8

SPELL SLOTS

	MAX	USED	MAX	USED	MAX	USED	NOTES
1	4		4		7		
2	3		5		8		
3	2		6		9		

SPELLBOOK

LVL	NAME	RANGE	CONCENTRATION	CASTING TIME
0	Encode Thoughts	· · · · · Self	· · · · · No	· · · · · Action
0	Mage Hand	· · · · · 30ft.	· · · · · No	· · · · · Action
0	Message	· · · · · 120ft.	· · · · · No	· · · · · Action
0	True Strike	· · · · · 30ft.	· · · · · Yes	· · · · · Action
1st	Absorb Elements	· · · · · Self	· · · · · No	· · · · · Reaction
1st	Identify	· · · · · Touch	· · · · · No	· · · · · 1 Minute
1st	Magic Missile	· · · · · 120ft.	· · · · · No	· · · · · Action
2nd	Dragon's Breath	· · · · · Touch	· · · · · Yes	· · · · · Bonus Action
2nd	Misty Step	· · · · · Self	· · · · · No	· · · · · Bonus Action
2nd	Shatter	· · · · · 60ft.	· · · · · No	· · · · · Action
3rd	Counterspell	· · · · · 60ft.	· · · · · No	· · · · · Reaction
3rd	Dispel Magic	· · · · · 120ft.	· · · · · No	· · · · · Action
3rd	Intellect Fortress	· · · · · 30ft.	· · · · · Yes	· · · · · Action
3rd	Lightning Bolt	· · · · · Self	· · · · · No	· · · · · Action

MONK FEATURES

Unarmored Defense. While not wearing armor and not using a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts. While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use Dexterity instead of Strength for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action. Your Martial Arts die is a d6, and it increases as you gain monk levels.

Ki. You have 5 ki points, which you can spend to fuel various ki features. If one of these features requires a save, use your ki save DC, which is 8 + your proficiency bonus + your Wisdom modifier. You know the following ki features: Flurry of Blows, Patient Defense, Step of the Wind, Deflect Missiles, and Stunning Strike.

Flurry of Blows. After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Deflect Missiles. You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 8. If you reduce damage to 0 and have a free hand, you can spend 1 ki point to make a ranged attack (as with a monk weapon) with range 20/60.

Stunning Strike. When you hit with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Unarmored Movement. Your speed increases by 10 feet while you are not wearing armor or wielding a shield.

Monastic Tradition (Way of the Astral Self).

Arms of the Astral Self. As a bonus action, you can spend 1 ki point to summon the arms of your astral self. When you do so, each creature of your choice that you can see within 10 ft. of you must succeed on a Dexterity saving throw or take 2d6 force damage. For 10 minutes, you can use your Wisdom modifier in place of your Strength modifier when making Strength checks and Strength saving throws. You can use the spectral arms to make unarmed strikes. When you make an unarmed strike with the arms on your turn, your reach for it is 5 ft. greater than normal. The unarmed strikes you make with the arms can use your Wisdom modifier in place of your Strength or Dexterity modifier for the attack and damage rolls, and their damage type is force.

Slow Fall. You can use your reaction when you fall to reduce any falling damage you take by 5 times your monk level.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

WIZARD FEATURES

Spellcasting. You can cast prepared wizard spells using Intelligence as your spellcasting ability and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus. See the Player's Handbook for further details.

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

Arcane Tradition (School of Abjuration).

Abjuration Savant. The gold and time you must spend to copy an abjuration spell into your spellbook is halved.

Arcane Ward. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has a hit point maximum equal to twice your wizard level + your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell. Once you create the ward, you can't create it again until you finish a long rest.

ARMOR
None

WEAPONS
Shortsword
Simple Weapons

TOOLS
Calligrapher's Supplies

LANGUAGES
Celestial
Common
Draconic
Orc

PROFICIENCIES

10 darts

Quarterstaff

Arcane focus

INVENTORY

NOTES