

Callon

Player: Jon

Male Human Monk 5 - CR 2

Lawful Neutral Humanoid; Deity: Eru Iluvatar; Background: Criminal; Height: 5' 7"; Weight: 150lb.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	14	+2	+5
DEX DEXTERITY	18	+4	+7
CON CONSTITUTION	16	+3	+3
INT INTELLIGENCE	12	+1	+1
WIS WISDOM	18	+4	+4
CHA CHARISMA	14	+2	+2

AC	18	Initiative	+4	Speed	40 / 90
Proficiency	+3	Inspiration			
HP	43	HD	5d8	Death Saves	
Damage / Current HP		HD Used		Success/Fail	

Number of Attacks 2

Dagger

Main hand: **+7, 1d6+4 piercing** Rng: 20 ft./60 ft.
 Ranged: **+7, 1d6+4 piercing** Finesse, Light, Thrown

Spear

Main hand: **+7, 1d6+4 piercing** Rng: 20 ft./60 ft.
 Both hands: **+7, 1d8+4 piercing** Thrown, Versatile
 Ranged: **+5, 1d6+4 piercing**
 Ranged, both hands: **+5, 1d8+4 piercing**

Unarmed strike

Main hand: **+7, 1d6+4 bludgeoning**

HERO LAB 5th Edition SRD



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+7	DEX (4)	+3	
Animal Handling	+4	WIS (4)	-	
Arcana	+1	INT (1)	-	
Athletics	+2	STR (2)	-	
Deception	+5	CHA (2)	+3	
History	+1	INT (1)	-	
Insight	+7	WIS (4)	+3	
Intimidation	+2	CHA (2)	-	
Investigation	+1	INT (1)	-	
Medicine	+4	WIS (4)	-	
Nature	+1	INT (1)	-	
Perception	+7	WIS (4)	+3	
Performance	+2	CHA (2)	-	
Persuasion	+2	CHA (2)	-	
Religion	+1	INT (1)	-	
Sleight of Hand	+4	DEX (4)	-	
Stealth	+7	DEX (4)	+3	
Cloak of Elvenkind: Advantage on checks to hide				
Survival	+4	WIS (4)	-	

Passive Perception: 17

Feats

Lucky (3/long rest)
 Mobile

Other Proficiencies:

Tools: Alchemist's supplies (+3); Dice set (+3); Thieves' tools (+3)

Weapons: Simple weapons; Shortsword

Gear

**Total Weight Carried: 16.08 lbs,
(Maximum: 210 lbs)**

Bedroll	7 lbs
Boots of Speed (10/long rest)	-
Cloak of Elvenkind	-
Component pouch	2 lbs
Dagger	1 lb
Money <In: Pouch (1 @ 2.08 lbs)>	2.08 lbs
Pouch (1 @ 2.08 lbs)	1 lb
Spear	3 lbs

Special Abilities

Criminal Contact
Deflect Missile (1d10+9)
Extra Attack
Flurry of Blows
Martial Arts (1d6)
Patient Defense
Shadow Arts
Slow Fall (-25 damage)
Step of the Wind
Stunning Strike
Unarmored Defense
Unarmored Movement
Variant Humans
Way of Shadow

Racial Spells & Spell-Like Abilities

Darkness (2 ki)
Darkvision (2 ki)
Minor Illusion
Pass without Trace (2 ki)
Silence (2 ki)

Tracked Resources

Boots of Speed (10/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Ki (5/short rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lucky (3/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Spear	<input type="checkbox"/>

Languages

Common Thieves' Cant

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Experience & Wealth

Experience Points: **6500**/14000
Current Cash: **101 gp, 3 sp**

Role Playing

Personality Trait: Friend - I would prefer to make new friends than a new enemy.

Personality Trait: Locations - Whenever I am in a new place I make mental notes of all the valuables and their locations, or where things might be hidden.

Ideal: People - I'm only loyal to my friends, the rest can all take a hike for all care. (Neutral)

Bond: Mistake - I made a mistake once which lead to the death of a loved one. That will never happen again.

Flaw: Plan - I'm not interested in a well laid out plan. Spur of the moment decisions are always more effective.

: Burglar - Burglar