

## Tatha Faris



## 5<sup>th</sup> Edition SRD

### Female half-elf monk 3 - CR 1/4

Lawful Good Humanoid; Deity: **St. Cuthbert**; Background: **Outlander**; Age: **31**; Height: **5' 8"**; Weight: **120lb.**; Eyes: **Green**; Hair: **Sandy**; Skin: **Pale**

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	14	+2	+4
<b>DEX</b> DEXTERITY	18	+4	+6
<b>CON</b> CONSTITUTION	14	+2	+2
<b>INT</b> INTELLIGENCE	14	+2	+2
<b>WIS</b> WISDOM	17	+3	+3
<b>CHA</b> CHARISMA	16	+3	+3

<b>AC</b>	17	<b>Initiative</b>	+4	<b>Speed</b>	30 / 40
<b>Proficiency</b>	+2	<b>Inspiration</b>			
<b>HP</b>	27	<b>HD</b>	3d8	<b>Death Saves</b>	
Damage / Current HP		HD Used		Success/Fail	
<b>Number of Attacks</b>	1				

### Dagger

Main hand: **+6, 6 (1d4+4)** **piercing** Rng: 20 ft./60 ft. Finesse, Light, Thrown

Ranged: **+6, 6 (1d4+4)** **piercing**

### Handaxe

Main hand: **+6, 7 (1d6+4)** **slashing** Rng: 20 ft./60 ft. Light, Thrown

Ranged: **+4, 7 (1d6+4)** **slashing**

### Spear

Main hand: **+6, 7 (1d6+4)** **piercing** Rng: 20 ft./60 ft. Thrown, Versatile

Both hands: **+6, 8 (1d8+4)** **piercing**

Ranged: **+4, 7 (1d6+4)** **piercing**

Ranged, both hands: **+4, 8 (1d8+4)** **piercing**

### Unarmed strike

Main hand: **+6, 6 (1d4+4)** **bludgeoning**

Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+6</b>	DEX (4)	+2	
<b>Animal Handling</b>	<b>+3</b>	WIS (3)	-	
<b>Arcana</b>	<b>+2</b>	INT (2)	-	
<b>Athletics</b>	<b>+4</b>	STR (2)	+2	
<b>Deception</b>	<b>+3</b>	CHA (3)	-	
<b>History</b>	<b>+2</b>	INT (2)	-	
<b>Insight</b>	<b>+5</b>	WIS (3)	+2	
<b>Intimidation</b>	<b>+3</b>	CHA (3)	-	
<b>Investigation</b>	<b>+2</b>	INT (2)	-	
<b>Medicine</b>	<b>+3</b>	WIS (3)	-	
<b>Nature</b>	<b>+2</b>	INT (2)	-	
<b>Perception</b>	<b>+5</b>	WIS (3)	+2	
<b>Performance</b>	<b>+3</b>	CHA (3)	-	
<b>Persuasion</b>	<b>+3</b>	CHA (3)	-	
<b>Religion</b>	<b>+2</b>	INT (2)	-	
<b>Sleight of Hand</b>	<b>+4</b>	DEX (4)	-	
<b>Stealth</b>	<b>+6</b>	DEX (4)	+2	
<b>Survival</b>	<b>+5</b>	WIS (3)	+2	
<b>Passive Perception:</b>	<b>15</b>			

### Other Proficiencies:

**Tools:** Leatherworker's tools; Playing card set

**Weapons:** Simple weapons; Shortsword

### Special Abilities

Darkvision (60 feet)  
 Deflect Missile (1d10+7)  
 Fey Ancestry  
 Flurry of Blows  
 Martial Arts (1d4)  
 Open Hand Technique (DC 13)  
 Patient Defense  
 Step of the Wind  
 Unarmored Movement  
 Wanderer

## Gear

**Total Weight Carried: 145/210 lbs.,  
(Maximum: 210 lbs)**

Backpack (empty)	5 lbs
Bedroll	7 lbs
Bit and bridle	1 lb
Dagger x3	1 lb
Fishing tackle	4 lbs
Handaxe	2 lbs
Mess kit	1 lb
Money	1.44 lbs
Rations x20	2 lbs
Rope, hempen (50 feet)	10 lbs
Sack (empty) x3	0.5 lbs
Saddle, pack (empty)	15 lbs
Saddle, riding (empty)	25 lbs
Soap	-
Spear	3 lbs
Tinderbox	1 lb
Torch x10	1 lb
Waterskin	5 lbs
Waterskin x2	5 lbs

## Tracked Resources

Dagger	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Handaxe	<input type="checkbox"/>
Inspiration	<input type="checkbox"/>
Ki (3/short rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rations	<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"/> <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"/>
Spear	<input type="checkbox"/>
Torch	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common  
Elvish

Goblin  
Orc

## Companions

### Horse, riding

*Riding horse*

*Large beast, unaligned*

**Armor Class** 10

**Hit Points** 13 (2d10+2)

**Speed** 60 ft.

**STR** 16 (+3), **DEX** 10 (+0), **CON** 12 (+1), **INT** 2 (-4), **WIS** 11 (+0), **CHA** 7 (-2)

**Senses** passive Perception 10

**Languages** —

**Actions**

*Hooves. Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 2d4+3 bludgeoning damage.

## Experience & Wealth

Current Cash: **58 gp, 7 sp, 7 cp**

## Role Playing