

Tatha Faris



5th Edition SRD

Female half-elf monk 4 - CR 1/2

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
STR STRENGTH	14	+2	+4
DEX DEXTERITY	18	+4	+6
CON CONSTITUTION	14	+2	+2
INT INTELLIGENCE	14	+2	+2
WIS WISDOM	17	+3	+3
CHA CHARISMA	16	+3	+3

AC	17	Initiative	+4	Speed	40 / 50
Proficiency	+2	Inspiration			
HP	34	HD	4d8	Death Saves	
Damage / Current HP		HD Used		Success/Fail	

Unarmed strike

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

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

Feats

Mobile

Other Proficiencies:

Tools: Leatherworker's tools; Playing card set

Weapons: Simple weapons; Shortsword

Special Abilities

Darkvision (60 feet)
 Deflect Missile (1d10+8)
 Fey Ancestry
 Flurry of Blows
 Martial Arts (1d4)
 Open Hand Technique (DC 13 Dex/Str)
 Patient Defense
 Slow Fall (-20 damage)
 Step of the Wind
 Unarmored Movement
 Wanderer

Gear

**Total Weight Carried: 137/210 lbs.,
(Maximum: 210 lbs)**

Backpack (empty)	5 lbs
Bedroll	7 lbs
Bit and bridle	1 lb
Fishing tackle	4 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	-
Tinderbox	1 lb
Torch x10	1 lb
Waterskin	5 lbs
Waterskin x2	5 lbs

Tracked Resources

Inspiration	<input type="checkbox"/>
Ki (4/short rest)	<input type="checkbox"/> <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"/>
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"/>

Languages

Common	Goblin
Elvish	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