

Jagano Rema

CHARACTER NAME

Monk 2
CLASS & LEVEL

Sage
BACKGROUND

PLAYER NAME

Gugrum
RACE

Neutral Good
ALIGNMENT

EXPERIENCE POINTS

STRENGTH
+3
16

DEXTERITY
+2
15

CONSTITUTION
+1
12

INTELLIGENCE
+0
10

WISDOM
+2
14

CHARISMA
-1
8

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

- +5 Strength
- +4 Dexterity
- +1 Constitution
- +0 Intelligence
- +2 Wisdom
- -1 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +2 Arcana (Int)
- +5 Athletics (Str)
- -1 Deception (Cha)
- +2 History (Int)
- +2 Insight (Wis)
- -1 Intimidation (Cha)
- +2 Investigation (Int)
- +2 Medicine (Wis)
- +0 Nature (Int)
- +2 Perception (Wis)
- -1 Performance (Cha)
- -1 Persuasion (Cha)
- +0 Religion (Int)
- +2 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +2 Survival (Wis)

14 ARMOR CLASS

+2 INITIATIVE

40 ft. SPEED

Hit Point Maximum **15 hp**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **2d8** HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

NAME **ATK BONUS** **DAMAGE/TYPE**

Unarmed +6 1d4+3 bludg.

Blowgun (25) +4 3 piercing

Shortsword +5 1d6+3 slashing

Blowgun has range of 25 ft. Attack up to 100 feet with disadvantage.

Blowgun is a loading weapon. It can only fire once with each action, regardless of how many extra attacks the action grants.

ATTACKS & SPELLCASTING

I'm willing to listen to every side of an argument before I make my own judgment.

PERSONALITY TRAITS

Beauty. What is beautiful points us beyond itself toward what is true.

IDEALS

I work to preserve and recovery the history of the gugrum race, including its lost language.

BONDS

I speak without really thinking through my words, invariably insulting others.

FLAWS

12 PASSIVE WISDOM (PERCEPTION)

LANGUAGES (speaks, can't write)
Aroch, Goltalaid, Motare

TOOL PROFICIENCY
Poisoner's kit

WEAPON AND ARMOR PROF:
Simple, blowgun, net, shortsword

SAVING THROWS PROF:
Strength, Dexterity

SKILL PROFICIENCY
Arcana, Athletics, History, Investigation, Stealth

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP Shortsword
- SP Spear
- EP Blowgun (30 needles)
- CP Poisoner's kit
- EP Explorer's pack
- CP 10 darts
- EP Net
- CP Small knife
- EP Tribal furs
- CP Belt pouch (10 gp)
- EP Bedroll
- CP Blanket

SAGE (Oral Historian)
Researcher (You know where to find information)

GUGRUM
Brute Hands (+1 to unarmed attacks, advantage vs. being disarmed)
Iron Thews (When taking bludg., pierc., or slash. damage, reduce by 1)
Bred in the Wild (Advantage with Int (Nature) and Wis (Survival))

MONK
Unarmored Defense (10+Dex+Wis)
Martial Arts (when not wearing armor and using monk weapons or unarmed, use Dex for attack/dmg with optional 1d4 dmg die)
Unarmored Movement (+10 speed when unarmored and shieldless)
Ki (2 ki points/rest, ki save DC: 12)
Flurry of Blows (1 ki): After Attack action, use bonus action to make 2 unarmed strikes
Patient Defense (1 ki): Use bonus action on your turn to Dodge
Step of the Wind (1 ki): Use bonus action on your turn to Dash or Disengage, and your jump distance is doubled for the turn

FEATURES & TRAITS



Jagano Rema

CHARACTER NAME

17

AGE

Amber

EYES

6'4"

HEIGHT

Slate

SKIN

190 lb.

WEIGHT

None

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE