

Monk 2 CLASS & LEVEL

Sage BACKGROUND

PLAYER NAME

Neutral Good

EXPERIENCE POINTS



INSPIRATION

PROFICIENCY BONUS

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

SAVING THROWS



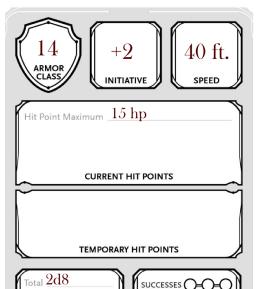
INTELLIGENCE

WISDOM

CHARISMA

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

SKILLS



NAME DAMAGE/TYPE ATK BONUS Unarmed 1d4+3 bludg. Blowgun (25) 3 piercing 1d6+3 slashing Shortsword

HIT DICE

FAILURES O=O=

DEATH SAVES

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



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

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

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.

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.

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



17 6'4" 190 lb.

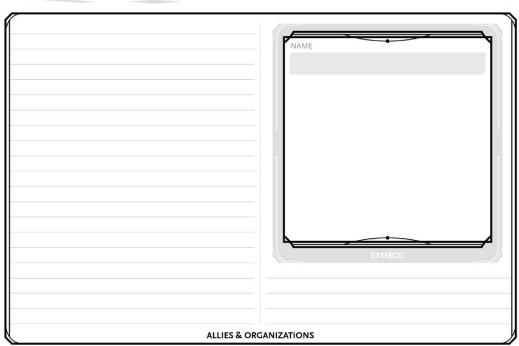
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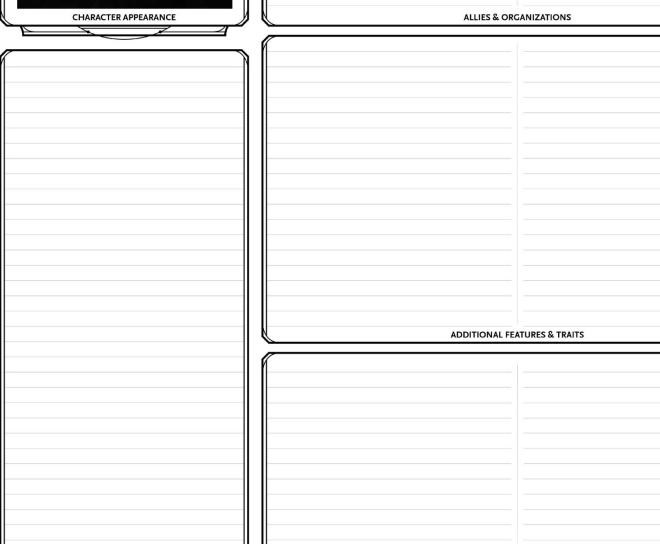
Amber Slate None

EYES SKIN HAIR



CHARACTER BACKSTORY





TREASURE