

UNGO



CHARACTER NAME

D&D 5TH EDITION CHARACTER SHEET
SUPPORTING EXTRA LIFE

I am not in a hurry.
Everything gets done in its own time.

Monk 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Hermit

RACE

ALIGNMENT

EXPERIENCE POINTS

I live to protect the plants and creatures
of the Dankwood.

I can sometimes overlook the details by being in
love with the big picture.

PERSONALITY TRAITS

IDEALS

STRENGTH

-1

DEXTERITY

+2

CONSTITUTION

+1

INTELLIGENCE

+1

WISDOM

+3

CHARISMA

+1

LANGUAGES &
PROFICIENCIES

Languages:
Common,
Gnomish, Goblin,

Weapons:
Shortsword, Sim-
ple Weapons

Tools: Flute,
Herbalism Kit

BOND

PROFICIENCY
BONUS

+2

PASSIVE
WISDOM
(perception)

13

INSPIRATION

SAVING THROWS

+1

+1

+4

+3

+1

+1

+1

+1

SKILLS

+4 ACROBATICS (DEX)

+3 ANIMAL HANDLING (WIS)

+1 ARCANA (INT)

-1 ATHLETICS (STR)

+1 DECEPTION (CHA)

+1 HISTORY (INT)

+5 INSIGHT (WIS)

+1 INTIMIDATION (CHA)

+1 INVESTIGATION (INT)

+5 MEDICINE (WIS)

+1 NATURE (INT)

+3 PERCEPTION (WIS)

+1 PERFORMANCE (CHA)

+1 PERSUASION (CHA)

+3 RELIGION (INT)

+2 SLEIGHT OF HAND (DEX)

+2 STEALTH (DEX)

+3 SURVIVAL (WIS)

ARMOR CLASS

15

INITIATIVE

+2

SPEED

40 ft.

MAX

HIT POINTS

21

TEMPORARY

DEATH SAVES

SUCCESS

FAIL

HIT DICE

3d8

TOTAL
(level)



ATTACKS & SPELLCASTING

NAME

ATTACK
BONUS

DAMAGE/TYPE

Staff of Adornment

+4

1d6+2
Bludgeoning

Unarmed Strike

+4

1d4+2
Bludgeoning

Flurry of Blows

+4

1d4+2
Bludgeoning

Bonus Actions

Martial Arts. When Ungo uses the Attack action on his turn, he can make one unarmed strike as a bonus action.

Ki. Ungo can spend Ki Points to activate ki features. Ungo has 3 ki points, and regains them after a short rest. Your Ki save DC is 13.

Patient Defense. Ungo can spend 1 ki point to take the Dodge action as a bonus action.

Flurry of Blows. After taking the Attack action, Ungo can spend 1 ki point to make two unarmed strikes (instead of only one) as a bonus action.

Whenever Ungo hits with one of these attacks, he can do one of the following:

- Knock his target prone if it fails a DEX saving throw (DC 13)

- Push his target up to 15 feet if it fails a STR saving throw (DC 13)

- It can't take a reaction until the end of Ungo's next turn

FEATURES & TRAITS

Darkvision 60 ft.

Speak with Small Beasts

Through sounds and gestures, Ungo can communicate simple ideas with Small or smaller beasts. Dankwood goblins like Ungo love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

Reactions

Deflect Missiles. Ungo can use a reaction to deflect or catch the missile when he would be hit by a ranged weapon attack. When he does, the damage he would take from the attack is reduced by 1d10 +5.

If Ungo reduces the damage to 0 and has a free hand, he can spend 1 ki point to throw it back, and make a ranged attack (as with a monk weapon) with range 20/60.

EQUIPMENT & MONEY

• 5 Gold