

Loïc

CHARACTER NAME

Monk I Wav of the
CLASS & LEVEL

Human/Mulan
RACE

Farmer
BACKGROUND

Chaotic Neutral
ALIGNMENT

NPC
PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+4

18

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

+1

12

CHARISMA

+2

14

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +7 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

40/30

SPEED

Hit Point Maximum 30

30

CURRENT HIT POINTS

TEMPORARY HIT POINTS

5x(1d8+1)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Old, slow, hiding something in the barn, hasty

PERSONALITY TRAITS

IDEALS

BONDS

Liar despite the situation

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

+2

d+2

Hands

+7

d8 + 2

Number of Attacks: 2
- Martial Arts. Unarmed strike or monk weapon, melee, 1d6+4 damage.

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Carpenter's Tools;
Leatherworker's Tools

Weapon Proficiencies: Shortsword; Simple

Language Proficiencies: Common; Sylvan;
Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

3

TREASURE

EQUIPMENT



Loïc

CHARACTER NAME

62

AGE

Black

EYES

162

HEIGHT

White

SKIN

53

WEIGHT

Gray (bald)

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

- He hides a monster in his barn
- He hides the monster because it is his 'pet' (yet the monster is shackled, unsurprisingly)
- He wants the case to be closed very quickly
- He has nothing to do with the goats being murdered
- He is still grieving the loss of his wife (she died naturally)

CHARACTER BACKSTORY

-----Bonus Actions-----

Flurry of Blows. After you take Attack action, spend 1 ki to make 2 unarmed strikes.

Martial Arts. Make an extra unarmed strike when you take Attack action.

Patient Defense. Spend 1 ki point to take the Dodge action.

Step of the Wind. Spend 1 ki point to take the Disengage or Dash action and jump distance is doubled for the turn.

-----Reactions-----

Deflect Missiles. When hit by a ranged attack, reduce the damage by 1d10 +7. If you reduce it to 0, you can catch the missile (if you have a free hand and it's small enough to hold) and use it in a ranged attack with proficiency, as a monk weapon, for 1 ki point with range 20/60.

Slow Fall. Reduce falling damage by 25.

-----Other Traits-----

Ki. You have 5 ki points.

Open Hand Technique. When you hit with Flurry of Blows, you impose one of the effects on the target: 1) must make a DC 12 DEX save or be knocked prone. 2) make a DC 12 STR save or be pushed 15 ft. 3) can't take reactions until end of your next turn.

Stunning Strike. When you hit a creature with melee attack, spend 1 ki point to stun the creature if it fails a DC 12 CON save.