

Snowball

CHARACTER NAME

Monk (Sun Soul)

CLASS & LEVEL

Outlander

BACKGROUND

Nick Armstrong

PLAYER NAME

Shifter

RACE

Lawful Evil

ALIGNMENT

1111

EXPERIENCE POINTS

+3

PROFICIENCY BONUS

INSPIRATION

15

SAVING THROWS
ATHLETICS

+2

STRENGTH

18

SAVING THROWS
ACROBATICS
SLEIGHT OF HAND
STEALTH

+4

DEXTERITY

16

SAVING THROWS

+3

CONSTITUTION

13

SAVING THROWS
ARCANA
HISTORY
INVESTIGATION
NATURE
RELIGION

+1

INTELLIGENCE

14

SAVING THROWS
ANIMAL HANDLING
INSIGHT
MEDICINE
PERCEPTION
SURVIVAL

+2

WISDOM

13

SAVING THROWS
DECEPTION
INTIMIDATION
PERFORMANCE
PERSUASION

+1

CHARISMA

14

PASSIVE WISDOM (PERCEPTION)

10 Dex + Wis +1

16

ARMOR CLASS

+4

INITIATIVE

55

SPEED

HIT POINT MAXIMUM 43

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I feel far more comfortable around animals than people.

PERSONALITY TRAITS

If I dishonor myself, I dishonor my whole clan.

IDEALS

I suffer awful visions of a coming disaster and will do anything to prevent it.

BONDS

There's no room for caution in a life lived to the fullest.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Short Sword +1b 1d6 pierce +4
Dart +1b 1d4 pierce +4
Unarmored Strike +1b 1d6 magic +4

ATTACKS & SPELLCASTING

Darkvision 75ft (Red Eyes)
Keen Sense, Tough
Shifting HP +1d6
+1 AR
+2 Constitution

Extra Attack

Deflect Missile

-1d10 + Dex + Monk level
-1ki to throw back

Slow Fall - 5 times 1d

After Attacking No Attack of opp

FEATURES & TRAITS

Common, Goblin
Simple Weapons, Short Swords
Drum

OTHER PROFICIENCIES & LANGUAGES

10 darts
Staff 13x Healthy Man Moss
Hunting Trap 12x Poor Man's Moss
Bear Head
Traveler's Clothes
Drum
Triple Speed Boots

Shitty Longbow + 10 arrows

7 Lapis Lazuli (10GP each)

Ring of Nope

EQUIPMENT & CHARACTER NOTES

26 CP
37 SP
96 EP
60 GP
60 PP



Snowball

CHARACTER NAME

20
AGE

Green
EYES

7'
HEIGHT

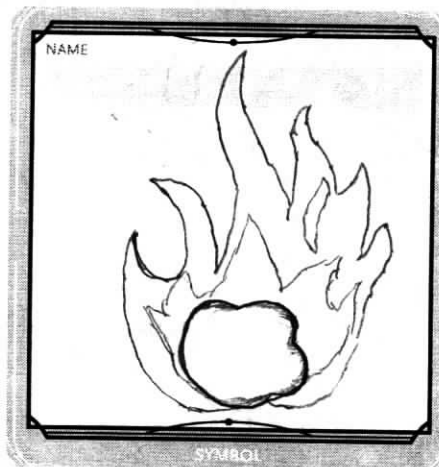
White and Fluffy
SKIN

170
WEIGHT

White
HAIR



CHARACTER APPEARANCE



NAME

SYMBOL

ALLIES & ORGANIZATIONS

Archenemy: Never Winter
Stole isocchedron

Ki - 11111

out of 11111

- Flurry of Blows (2 unarmed strikes)
- Patient Defense (Dodge as Bonus)
- Step of the Wind (Disengage or Dash)
- Radiant Sun Bolt (+6 1d4+dex)
- Attack (1 ki for Bonus Attack)
- 30 ft

- Stunning Strike

- Stuns opponent after hit unless makes $8 + dex + prof$
Constitution save = 15

- Scaring Arc Strike

- 2 ki + 1 per lvl

- 15 cone (make Dex save) (3d6 fire) (success take half)
+ 1d6 per lvl

Feats:

Mobile

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE