



Gog-We

CHARACTER NAME

CLASS & LEVEL

Monk

CLASS & LEVEL

Tortle (softshell)

RACE

Hermit

BACKGROUND

NG

ALIGNMENT

Yason

PLAYER NAME

EXPERIENCE POINTS

STRENGTH	+0
	11

INSPIRATION
+2

DEXTERITY	+3
	16

PROFICIENCY BONUS
<ul style="list-style-type: none"> <li>Strength</li> <li>Dexterity</li> <li>Constitution</li> <li>Intelligence</li> <li>Wisdom</li> <li>Charisma</li> </ul>

CONSTITUTION	+1
	12

SAVING THROWS
<ul style="list-style-type: none"> <li>Acrobatics (Dex)</li> <li>Animal Handling (Wis)</li> <li>Arcana (Int)</li> <li>Athletics (Str)</li> <li>Deception (Cha)</li> <li>History (Int)</li> <li>Insight (Wis)</li> <li>Intimidation (Cha)</li> <li>Investigation (Int)</li> <li>Medicine (Wis)</li> <li>Nature (Int)</li> <li>Perception (Wis)</li> <li>Performance (Cha)</li> <li>Persuasion (Cha)</li> <li>Religion (Int)</li> <li>Sleight of Hand (Dex)</li> <li>Stealth (Dex)</li> <li>Survival (Wis)</li> </ul>

INTELLIGENCE	+0
	11

SKILLS
<ul style="list-style-type: none"> <li>Animal Handling (Wis)</li> <li>Intimidation (Cha)</li> <li>Medicine (Wis)</li> <li>Perception (Wis)</li> <li>Performance (Cha)</li> <li>Religion (Int)</li> <li>Sleight of Hand (Dex)</li> <li>Stealth (Dex)</li> <li>Survival (Wis)</li> </ul>

WISDOM	+2
	14

CHARISMA	+0
	11

ARMOR CLASS	13
INITIATIVE	
SPEED	30 ft (L) 40 ft (W)

HIT POINT MAXIMUM	21 + 3 lvl's
CURRENT HIT POINTS	

TEMPORARY HIT POINTS	
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HIT DICE	Total 1vl + d8
SUCCESES	○○○
FAILURES	○○○
DEATH SAVES	

NAME	Martial arts	ATK BONUS	DAMAGE/TYPE
		1d4	phys

+ bonus attack	
4 ki points (hi save = 8 + pb + um. (11) = 26)	

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Common, Aquan,  
Simple weapons/short swords  
Flute  
Herbalism kit

OTHER PROFICIENCIES & LANGUAGES

SP	Staff
SP	Explorer Pack
SP	10 darts
EP	2 scrolls, winter blanket, clothes
EP	herbalism kit
PP	Flute

EQUIPMENT

- Dementia → randomly forgets where he is.
- Acts vulnerable and slow

PERSONALITY TRAITS

'There are no accidents'  
"The more you take, the less you have."

IDEALS

- Aims to find inner peace
- Destined to find the prophesized dragon warrior

BONDS

- Tendency to man-splain with vague life quotes

FLAWS

Flurry of blows (1hi) → 2 bonus att.

Patient defense (1hi) → dodge = bonus

Step of the wind (1hi) → disengage/dash = bonus  
(+ double jump dist.)

Unarmored Movement = +3 off

Way of the Four Elements

Elemental attachment (control elements)

Rush of Gale Spirits (2hi)  
→ gust of wind

Deflect missiles → damage of ranged att. - 1d10 + d.m + lvl  
(16) (14)

(if 0 → catch missile and spend 1hi  
to throw with proficiency)

Slow Fall → Fall dmg. - 5. lvl = 20  
(4)

FEATURES & TRAITS