

Bog-We

CHARACTER NAME

Monk
CLASS & LEVEL

Turtle (softshell)
RACE

Hermit
BACKGROUND

NG
ALIGNMENT

Jason
PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+0

11

WISDOM

+2

14

CHARISMA

+0

11

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

INITIATIVE

30 ft (L)
40 ft (W)
SPEED

Hit Point Maximum

21 + 3 lvl's

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

lvl • d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

- 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

NAME ATK BONUS DAMAGE/TYPE

Martial arts 1d4 phys

+ bonus attack

4 ki points (ki save = 8 + pb (2) + u.m. (11) = 21)

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

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

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
CP
CP
CP

Staff
Explorer Pack
10 darts
5 scrolls, winter blanket, clothes
herbalism kit
Flute

EQUIPMENT

Deflect missiles → damage of ranged att. - 1d10 + d.m + level (16) (4)
if 0 → catch missile and spend ki to throw with proficiency)

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

FEATURES & TRAITS