

Finrez Drengar

CHARACTER NAME

Level 1 Human Monk
CHARACTER LEVEL, RACE, & CLASS

0
EXPERIENCE

Outlander
BACKGROUND

ALIGNMENT DEITY

Mauro Pedano
PLAYER NAME

STRENGTH

15

+2

DEXTERITY

17

+3

CONSTITUTION

14

+2

INTELLIGENCE

13

+1

WISDOM

18

+4

CHARISMA

15

+2

PROFICIENCY BONUS

+2

☒ +4 Strength

☒ +5 Dexterity

☐ +2 Constitution

☐ +1 Intelligence

☐ +4 Wisdom

☐ +2 Charisma

CONDITIONAL

SAVING THROWS

☒ +5 Acrobatics (Dex)

☐ +4 Animal Handling (Wis)

☐ +1 Arcana (Int)

☒ +4 Athletics (Str)

☐ +2 Deception (Cha)

☐ +1 History (Int)

☐ +4 Insight (Wis)

☐ +2 Intimidation (Cha)

☐ +1 Investigation (Int)

☐ +4 Medicine (Wis)

☐ +1 Nature (Int)

☒ +6 Perception (Wis)

☐ +2 Performance (Cha)

☐ +2 Persuasion (Cha)

☐ +1 Religion (Int)

☐ +3 Sleight of Hand (Dex)

☒ +5 Stealth (Dex)

☒ +6 Survival (Wis)

SKILLS

16

PASSIVE PERCEPTION

ARMOR

Unarmored Defense (Monk) (17)

SHIELD

17

AC

ARMOR CLASS

MAXIMUM

10

HIT DICE

1d8

TEMPORARY

CURRENT HIT POINTS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

Grappler. You have advantage on attack rolls against a creature you are grappling. You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

Unarmored Defense. While you are wearing no armor and not wielding a shield, your AC equals 17.

Martial Arts. Your unarmed strike does 1d4+3 damage. You can use Strength or Dexterity for these attacks. When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

FEATURES & TRAITS

Armor Proficiencies. –

Weapon Proficiencies. Simple Weapons, Shortsword

Tool Proficiencies. Brewer's supplies, Drum

Languages. Common, Elvish, Dwarvish

PROFICIENCIES & LANGUAGES

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



Finrez Drengar

CHARACTER NAME

Male	17	185 Cm	70kg
GENDER	AGE	HEIGHT	WEIGHT
Green			Bald
EYES	SKIN		HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear. I have a lesson for every situation, drawn from observing nature.

PERSONALITY TRAITS

Nature. The natural world is more important than all the constructs of civilization. (Neutral)

IDEAL

I will bring terrible wrath down on the evildoers who destroyed my homeland.

BOND

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

FLAW

Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

BACKGROUND FEATURE

TRINKET

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible][illegible]