

Ram Drengir

CHARACTER NAME

Level 1 Wildhunt Shifter Monk
CHARACTER LEVEL, RACE, & CLASS

0
EXPERIENCE

Acolyte
BACKGROUND

Neutral
ALIGNMENT

Bahamut
DEITY

Player One
PLAYER NAME

STRENGTH

13

+1

DEXTERITY

18

+4

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

17

+3

CHARISMA

13

+1

PROFICIENCY BONUS

+2

- ☒ +3 Strength
- ☒ +6 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☐ +3 Wisdom
- ☐ +1 Charisma

CONDITIONAL

SAVING THROWS

- ☒ +6 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +3 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +5 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ +4 Sleight of Hand (Dex)
- ☐ +4 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

15 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

Darkvision

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Shifting (Bonus Action—1/Short Rest). You can assume a more bestial appearance for 1 minute that lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain 3 temporary hit points.

Mark the Scent (Bonus Action—1/Short Rest). You can mark one creature you can see within 10 feet of you. Until the end of your next long rest, your proficiency bonus is doubled for any ability check you make to find the marked creature, and you always know the location of that creature if it is within 60 feet of you.

Shifting Feature. While shifted, you have advantage on Wisdom checks.

RACIAL TRAITS

INITIATIVE

+4

1 Attack / Attack Action

NAME

Unarmed Strike

RANGE

5feet

ATTACK

dex

DAMAGE / TYPE

1d4 + dex

Dagger

Finesse, Light, Thrown

20/60

+6 vs AC

1d4+4 piercing

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

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

Martial Arts. Your unarmed strike does 1d4+4 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. Cook's utensils

Languages. Common, Elvish, Draconic

PROFICIENCIES & LANGUAGES



Ram Dreng

CHARACTER NAME

Male	17	182 cm	80 kg
GENDER	AGE	HEIGHT	WEIGHT
Black	Fair	Bald	
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
Nothing can shake my optimistic attitude.

PERSONALITY TRAITS

Charity. I always try to help those in need, no matter what the personal cost. (Good)

IDEAL

I owe my life to the priest who took me in when my parents died.

BOND

I judge others harshly, and myself even more severely.

FLAW

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

BACKGROUND FEATURE

A glass jar containing a weird bit of flesh floating in pickling fluid

TRINKET

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.

Choose a god, a pantheon of gods, or some other quasi-divine being, and work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

QUEST ITEMS & TRINKETS

Dagger

Weapons

1 lb.

Player's Handbook