

## Congo The Hungry

CHARACTER NAME

Monk 4

CLASS & LEVEL

Mountain Dwarf

RACE

Custom Background

BACKGROUND

BorisTSLH\_

PLAYER NAME

2,700

EXPERIENCE POINTS

### STRENGTH

+4

18

### DEXTERITY

+1

13

### CONSTITUTION

+3

17

### INTELLIGENCE

-1

8

### WISDOM

+0

10

### CHARISMA

+1

12

- ☒ +6 Strength
- ☒ +3 Dexterity
- ☐ +3 Constitution
- ☐ -1 Intelligence
- ☐ +0 Wisdom
- ☐ +1 Charisma

Saving Throw Modifiers

Advantage Against Poison

### SAVING THROWS

- ☒ +3 Acrobatics DEX
- ☐ +0 Animal Handling WIS
- ☐ -1 Arcana INT
- ☒ +6 Athletics STR
- ☐ +1 Deception CHA
- ☐ -1 History INT
- ☐ +0 Insight WIS
- ☒ +3 Intimidation CHA
- ☐ -1 Investigation INT
- ☐ +0 Medicine WIS
- ☐ -1 Nature INT
- ☐ +0 Perception WIS
- ☐ +1 Performance CHA
- ☒ +3 Persuasion CHA
- ☐ -1 Religion INT
- ☐ +1 Sleight of Hand DEX
- ☐ +1 Stealth DEX
- ☐ +0 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

### SKILLS

+1

INITIATIVE

### ARMOR

11

CLASS

Resistances - Poison

### DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)

### SPEED

Max HP

Current HP

Temp HP

35

--

HIT POINTS

Total

4d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor, Medium Armor

=== WEAPONS ===

Battleaxe, Shortsword, Simple Weapons, Warhammer

=== TOOLS ===

Brewer's Supplies, Cook's Utensils

=== LANGUAGES ===

Common, Dwarvish, Giant, Goblin

### PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Flurry of Blows

After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmed Strike

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.

=== REACTIONS ===

Deflect Missiles

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack

### ACTIONS

10

PASSIVE WISDOM (PERCEPTION)

10

PASSIVE WISDOM (INSIGHT)

9

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

### SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Unarmed Strike

+6

1d4+4 Bludgeoning

Unarmed Strike

+6

1d4+4 Bludgeoning

Flurry of Blows

+6

1d4+4 Bludgeoning

Deflect Missiles Attack

+3

1d4+1

### WEAPON ATTACKS & CANTRIPS



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==== MONK FEATURES ====

\* Hit Points • PHB 77

\* Proficiencies • PHB 77

\* Unarmored Defense • PHB 78

While not wearing armor and not using a shield, your AC equals 10 + DEX modifier + WIS modifier.

\* Martial Arts • PHB 78

While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use DEX instead of STR for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action.

| Unarmed Strike: 1 Bonus Action

\* Ki • PHB 78

You can spend Ki Points to fuel ki features. You have 4 points per short rest and your Ki save DC is 10.

Flurry of Blows - After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense - You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind - You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

| Ki Points: 4 / Short Rest • Special

| Flurry of Blows: 1 Bonus Action

| Patient Defense: 1 Bonus Action

| Step of the Wind: 1 Bonus Action

\* Unarmored Movement • PHB 78

Your speed increases by 10 feet while you are not wearing armor or wielding a shield.

\* Monastic Tradition • PHB 78

| Way of the Open Hand

\* Deflect Missiles • PHB 78

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 +5. If you reduce damage to 0 and have a free hand, you can spend 1 ki point to make a ranged attack (as with a monk weapon) with range 20/60.

| 1 Reaction

| Deflect Missiles Attack: 1 Reaction

\* Open Hand Technique • PHB 79

Whenever you hit with one of your Flurry of Blows attacks, you can impose one of the following effects on that target: fall prone if it fails a DEX saving throw (DC 10), get pushed up to 15 ft. if it fails a STR saving throw (DC 10), or it can't take reaction until the end of your next turn.

| Special

\* Ability Score Improvement • PHB 78

\* Slow Fall • PHB 78

You can use your reaction when you fall to reduce any falling damage you take by 20.

| 1 Reaction

==== MOUNTAIN DWARF RACIAL TRAITS ====

\* Darkvision • BR 20

You can see in darkness (shades of gray) up to 60 ft.

\* Dwarven Resilience • BR 20

You have advantage on saves against poison and resistance against poison damage.

\* Dwarven Combat Training • BR 20

You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

\* Tool Proficiency • BR 20

You gain proficiency with your choice of smith's tools, brewer's supplies, or mason's tools.

\* Stonecunning • BR 20

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

\* Dwarven Armor Training • BR 20

You have proficiency with light and medium armor.

FEATURES & TRAITS

CP0

SP0

EP0

GP35

PP0

WEIGHT CARRIED

70 lb.

ENCUMBERED

270 lb.

PUSH/DRAG/LIFT

540 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Dart	10	2.5 lb.			
Sling	1	--			
Backpack	1	5 lb.			
Bucket	1	2 lb.			
Crowbar	1	5 lb.			
Potion of Healing	3	1.5 lb.			
Bedroll	1	7 lb.			
Mess Kit	1	1 lb.			
Rations (1 day)	10	20 lb.			
Rope, Hempen (50 feet)	1	10 lb.			
Tinderbox	1	1 lb.			
Torch	10	10 lb.			
Waterskin	1	5 lb.			

ATTUNED MAGIC ITEMS

QTYWEIGHT

EQUIPMENT

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## Congo The Hungry

CHARACTER NAME

Male	26	Medium	4 foot 5	70
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Buddhism	Jaundice Yellow	Green and Sma	Flat and Grea
ALIGNMENT	FAITH	SKIN	EYES	HAIR

=== Allies ===

Hildoo

=== Organizations ===

Buddhist Temple

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.

PERSONALITY TRAITS

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

IDEALS

I'm guilty of a terrible crime. I hope I can redeem myself for it.  
Something important was taken from me, and I aim to steal it back.

BONDS

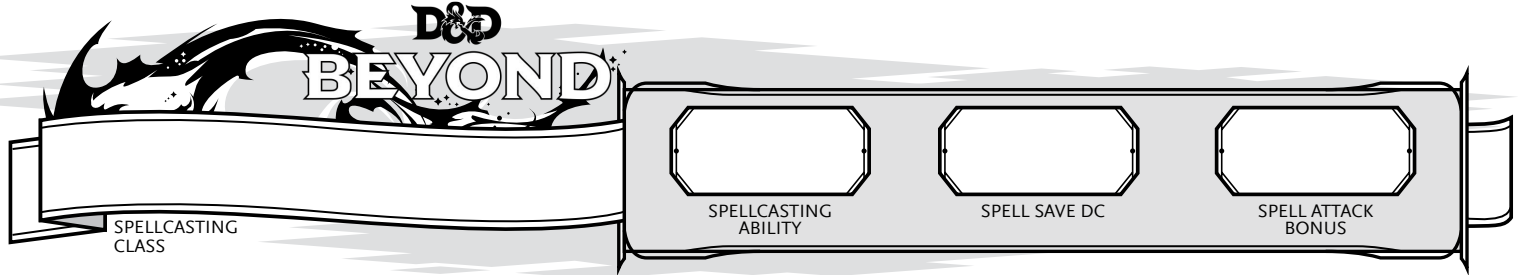
When I see something valuable, I can't think about anything but how to steal it.

FLAWS

Congo the Hungry has basically eaten his way to where he is now, whether it be the backside of the local Denny's or a prison cell. Honestly he's been between the two so much it's hard to keep track.

CHARACTER BACKSTORY

ADDITIONAL NOTES

[illegible]