

Congo The Hungry

CHARACTER NAME

Monk 6

CLASS & LEVEL

Mountain Dwarf

RACE

Custom Background

BACKGROUND

BorisTSLH_

PLAYER NAME

14,000

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

16

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+2

15

CHARISMA

+1

12

- ☒ +3 Strength
- ☒ +6 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☐ +2 Wisdom
- ☐ +1 Charisma

Saving Throw Modifiers

Advantage Against Poison

SAVING THROWS

- ☒ +6 Acrobatics DEX
- ☐ +2 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +3 Athletics STR
- ☐ +1 Deception CHA
- ☐ +0 History INT
- ☐ +2 Insight WIS
- ☒ +4 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +2 Medicine WIS
- ☐ +0 Nature INT
- ☐ +2 Perception WIS
- ☐ +1 Performance CHA
- ☒ +4 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☐ +2 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+3

INITIATIVE

ARMOR

15

CLASS

Resistances - Poison

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

40 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

45

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HIT POINTS

Total 6d8

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

Wholeness of Body • 1 / Long Rest

Once per long rest as an action, you can regain 18 HP.

=== 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 ===

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

10

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dart

+6

1d4+3 Piercing

Simple, Finesse, Thrown, Range (20/60)

Quarterstaff, +1

+7

1d6+4 Bludgeoning

Simple, Versatile

Sling

+6

1d4+3 Bludgeoning

Simple, Ammunition, Range, Range (30/120)

Unarmed Strike

+6

1d6+3 Bludgeoning

Unarmed Strike

+6

1d6+3 Bludgeoning

Flurry of Blows

+6

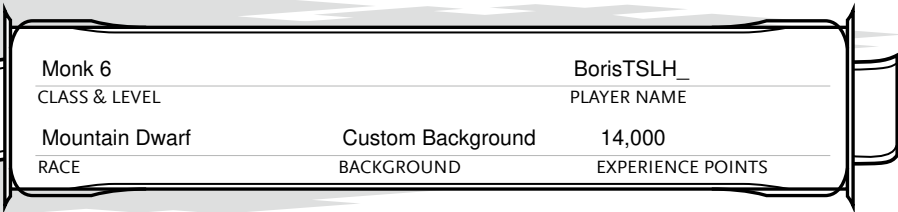
1d6+3 Bludgeoning

WEAPON ATTACKS & CANTRIPS



14,000
EXPERIENCE POINTS

EQUIPMENT



* Dwarven Armor Training • BR 20
You have proficiency with light and medium armor.

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



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

