

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

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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



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

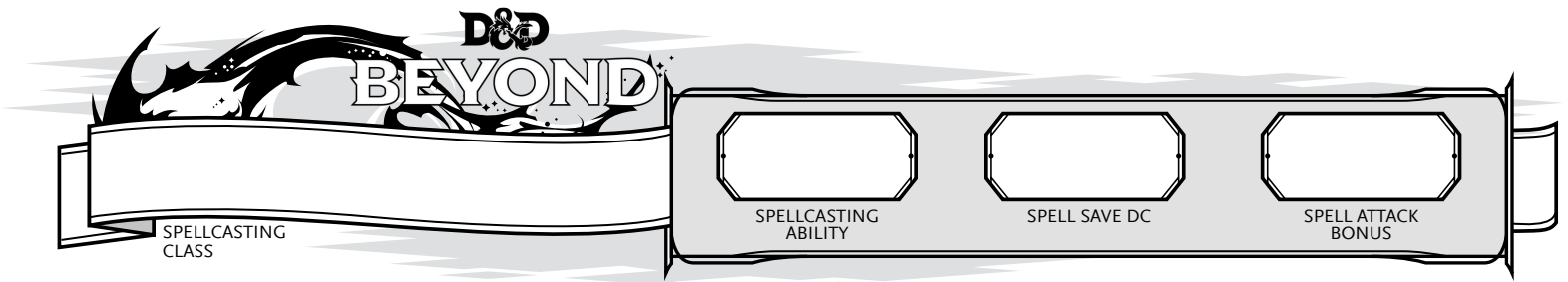
When I see something valuable, I can't think about anything but how to steal it.

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]