

Saint Bernard

CHARACTER NAME

Monk 1

CLASS & LEVEL

Chihuahua (Lap)

RACE

Awakened Dog

BACKGROUND

James

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+4

18

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

+2

14

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

Saving Throw Modifiers

SAVING THROWS

- ☒ +6 Acrobatics DEX
- ☐ +3 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +1 Athletics STR
- ☐ +2 Deception CHA
- ☐ +0 History INT
- ☒ +5 Insight WIS
- ☐ +2 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +3 Medicine WIS
- ☐ +0 Nature INT
- ☐ +3 Perception WIS
- ☐ +2 Performance CHA
- ☒ +4 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +4 Sleight of Hand DEX
- ☐ +4 Stealth DEX
- ☐ +3 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+4

INITIATIVE

ARMOR

17

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
10		--
HIT POINTS		

Total 1d8	SUCCESS <input type="radio"/> <input type="radio"/> <input type="radio"/>
HIT DICE	FAILURES <input type="radio"/> <input type="radio"/> <input type="radio"/>
DEATH SAVED	

=== WEAPONS ===
Shortsword, Simple Weapons

=== TOOLS ===
Pan Flute

=== LANGUAGES ===
Common, Canine, Minotaur, Elvish

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 ===

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 ===

Guard Dog

You are gifted at reacting to attacks on your companions. If an ally is hit by an attack within 5 feet of you, you may make an attack against the attacker as your reaction for your turn.

ACTIONS

13

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

10

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dart	+6	1d4+4 Piercing	Simple, Finesse, Thrown, Range (20/60)
Shortsword	+6	1d6+4 Piercing	Martial, Finesse, Light
Unarmed Strike	+6	1d4+4 Bludgeoning	
Bite	+1	1d6-1 Piercing	Str modifier, proficient

WEAPON ATTACKS & CANTRIPS



Saint Bernard

CHARACTER NAME

Male	4	Small		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral				
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

