

Ros

CHARACTER NAME

Monk [2]

CLASS & LEVEL

BACKGROUND

Kirsty

PLAYER NAME

Hill Dwarf

RACE

ALIGNMENT

600

EXPERIENCE POINTS

STRENGTH

10

0

DEXTERITY

15

2

CONSTITUTION

14

2

INTELLIGENCE

8

-1

WISDOM

14

2

CHARISMA

14

2

0

INSPIRATION

2

PROFICIENCY BONUS

- 2 Strength
- 4 Dexterity
- 2 Constitution
- -1 Intelligence
- 2 Wisdom
- 2 Charisma

SAVING THROWS

- 4 Acrobatics (Dex)
- 2 Animal Handling (Wis)
- -1 Arcana (Int)
- 0 Athletics (Str)
- 4 Deception (Cha)
- -1 History (Int)
- 2 Insight (Wis)
- 4 Intimidation (Cha)
- -1 Investigation (Int)
- 2 Medicine (Wis)
- -1 Nature (Int)
- 2 Perception (Wis)
- 2 Performance (Cha)
- 2 Persuasion (Cha)
- -1 Religion (Int)
- 2 Sleight of Hand (Dex)
- 4 Stealth (Dex)
- 2 Survival (Wis)

SKILLS

14

ARMOR CLASS

4

INITIATIVE

35'

SPEED

Hit Point Maximum 19

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2

d8

HIT DICE

SUCCESSSES ○ ○ ○ ○

FAILURES ○ ○ ○ ○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

12

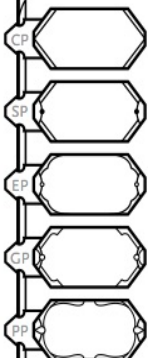
PASSIVE WISDOM (PERCEPTION)

Battleaxe
Shortsword
Simple Weapons
Warhammer

Common, Dwarvish

Playing card set
Smiths tools
Thieves tools
Tinker's Tools

OTHER PROFICIENCIES & LANGUAGES



EQUIPMENT

Hill Dwarf:
Darkvision, 60 feet
Adv vs Poison

Monk:
Unarmoured Movement
Unarmoured Defense
Martial Arts
Ki: Flurry of Blows
Ki: Patient Defense
Ki: Step of the Wind

FEATURES & TRAITS



Ros

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE