

River's Finish

CHARACTER NAME

Monk 1

CLASS & LEVEL

Tabaxi

RACE

Curiosity Fuels the Cat

BACKGROUND

Chaotic Neutral

ALIGNMENT

DBWatson

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+3

17

CONSTITUTION

+0

11

INTELLIGENCE

+0

10

WISDOM

+2

15

CHARISMA

-1

9

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +3 Strength
- ☒ +5 Dexterity
- ☐ +0 Constitution
- ☐ +0 Intelligence
- ☐ +2 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +3 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +4 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☒ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

There's nothing I like more than a good mystery. I'm used to helping out those who aren't as smart as I am, and I naturally evaluate anything and everything.

PERSONALITY TRAITS

Self-Improvement. The goal of a life of study is the betterment of oneself. (Any)

IDEALS

I work to preserve a library, university, scriptorium, or monastery.

BONDS

I am easily distracted by the promise of information.

FLAWS

NAME

Quarterstaff

ATK BONUS

+5

DAMAGE/TYPE

1d6+3 Bludgeoning

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Languages: Elvish, Common, Dwarvish, Orc,

Proficiencies: Acrobatics, Athletics, Dexterity Saving Throws, Insight, Investigation, Leatherworker's Tools, Perception, Shortsword, Simple Weapons, Stealth, Strength Saving Throws,

OTHER PROFICIENCIES & LANGUAGES

- CP 0
- SP 0
- EP 0
- GP 0
- PP 0

- Quarterstaff
- Backpack
- Bedroll
- Mess Kit
- Rations (1 day) (10)
- Rope, Hempen (50 feet)
- Tinderbox
- Torch (10)
- Waterskin

EQUIPMENT

Monk:

- Hit Points
- Martial Arts (d4)
- Proficiencies
- Unarmored Defense

Racial Traits:

- Ability Score Increase
- Age
- Alignment
- Size
- Speed
- Darkvision
- Feline Agility
- Cat's Claws
- Cat's Talent
- Languages

FEATURES & TRAITS



River's Finish

CHARACTER NAME

25

AGE

Green

EYES

6' 3"

HEIGHT

Covered

SKIN

180

WEIGHT

Golden with spots

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

5

9

SPELLS KNOWN