

Fooddie Sleepness (Half-Kerbi)

CHARACTER NAME

Monk (17)

CLASS & LEVEL

BACKGROUND

Max

PLAYER NAME

Chaotic Good

ALIGNMENT

230000

EXPERIENCE POINTS

STRENGTH

0

11

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

0

10

WISDOM

+2

14

CHARISMA

+1

12

INSPIRATION

+6

PROFICIENCY BONUS

- ⊙ +6 Strength
- ⊙ +8 Dexterity
- ⊙ +8 Constitution
- ⊙ +6 Intelligence
- ⊙ +8 Wisdom
- ⊙ +7 Charisma

SAVING THROWS

- ⊙ +8 Acrobatics (Dex)
- ⊙ +2 Animal Handling (Wis)
- ⊙ 0 Arcana (Int)
- ⊙ +6 Athletics (Str)
- ⊙ +1 Deception (Cha)
- ⊙ 0 History (Int)
- ⊙ +2 Insight (Wis)
- ⊙ +1 Intimidation (Cha)
- ⊙ 0 Investigation (Int)
- ⊙ +2 Medicine (Wis)
- ⊙ 0 Nature (Int)
- ⊙ +2 Perception (Wis)
- ⊙ +1 Performance (Cha)
- ⊙ +1 Persuasion (Cha)
- ⊙ 0 Religion (Int)
- ⊙ +2 Sleight of Hand (Dex)
- ⊙ +2 Stealth (Dex)
- ⊙ +2 Survival (Wis)

SKILLS

14

ARMOR CLASS

+2

INITIATIVE

25/0

SPEED

Hit Point Maximum 170

CURRENT HIT POINTS

TEMPORARY HIT POINTS

17x(1d8+2)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dart

+8

1d4+2 piercing

Club

+8

1d4+2 bludgeoning

Dagger

+8

1d4+2 piercing

Number of Attacks: 2

- Martial Arts. Unarmed strike or monk weapon, melee, 1d10+2 damage.

Spear. +8, 1d6+2 piercing

Staff of Thunder and Lightning. +10, 1d6+4 bludgeoning

Crossbow, hand +3. +5, 1d6+5 piercing

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Lyre

Weapon Proficiencies: Shortsword; Simple

Language Proficiencies: Aarakocra; Abyssal; Aquan; Auran; Aven; Celestial; Common; Deep Speech; Draconic; Dwarvish; Elvish; Giant; Giant Owl; Gith; Gnomish; Goblin; Halfling; Infernal; Khenra; Kor Silent Speech; Merfolk; Naga; Orc; Primordial; Primordial (Aquan); Primordial (Auran); Primordial (Ignan); Primordial (Terran); Siren; Sphinx; Sylvan; Undercommon; Vampire; Vedalken

OTHER PROFICIENCIES & LANGUAGES

CP 100

SP 250

EP

GP 2000

PP 2000

TREASURE

Alms Box
Backpack
Bedroll
Blanket
Candle x10
Carpet Of Flying
Censer
Clothes, common
Incense x2
Knife, Small
Mess kit
Rations (1 day) x10
Ring Of Spell Storing
Rope, hempen
Tinderbox
Torch x10
Vestments
Waterskin

EQUIPMENT



Fooddie Sleepness (Half-Kerbi)

CHARACTER NAME

20

AGE

Blue

EYES

4' 6"

HEIGHT

Light

SKIN

150

WEIGHT

Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Gem (1000 GP) (5)
Gem (5000 GP) (3)
Gem (500 GP) (3)
Gem (100 GP) (5)

TREASURE

CHARACTER BACKSTORY

Damage Immunities: poison
Immunities: disease

-----Bonus Actions-----

Flurry of Blows. After you take Attack action, spend 1 ki to make 2 unarmed strikes.

Martial Arts. Make an extra unarmed strike when you take Attack action.

Patient Defense. Spend 1 ki point to take the Dodge action.

Step of the Wind. Spend 1 ki point to take the Disengage or Dash action and jump distance is doubled for the turn.

-----Actions-----

Stillness of Mind. End one effect causing you to be charmed or frightened.

-----Reactions-----

Deflect Missiles. When hit by a ranged attack, reduce the damage by 1d10 +19. If you reduce it to 0, you can catch the missile (if you have a free hand and it's small enough to hold) and use it in a ranged attack with proficiency, as a monk weapon, for 1 ki point with range 20/60.

Slow Fall. Reduce falling damage by 85.

-----Other Traits-----

Diamond Soul. You are proficient in all saves. You can spend 1 ki point to reroll failed saves.

Dragon Hide. Prerequisite: Dragonborn

You manifest scales and claws reminiscent of your draconic ancestors. You gain the following benefits:

- Your scales harden. While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier. You can use a shield and still gain this benefit.
- You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the normal bludgeoning damage for an unarmed strike.

Evasion. When you succeed on a DEX save to take half damage, you take none, if you fail, you take half.

Ki. You have 17 ki points.

Ki-Empowered Strikes. Your unarmed strikes count as magical.

Stunning Strike. When you hit a creature with melee attack, spend 1 ki point to stun the creature if it fails a DC 16 CON save.

Tavern Brawler. Your unarmed strikes use a d4 for damage.

When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

Timeless Body. You can't be aged magically and you need no food or water.

Tongue of the Sun and Moon. You understand all languages and can communicate with any creature that can understand a language.