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|-------------------------------|-------------------------|--|-----------------|
| Character Name Ford Clover | Race Halfling -Stout | Class Monk | Level 1 |
| Player Name Toby | Alignment Neutral | Background Sage - Wizard's Apprentice | Experience 0 |

Abilities

| | Score | Mod | Save | Prof |
|--------------|-------|-----|------|-------------------------------------|
| Strength | 12 | +1 | +3 | <input checked="" type="checkbox"/> |
| Dexterity | 17 | +3 | +5 | <input checked="" type="checkbox"/> |
| Constitution | 14 | +2 | +2 | <input type="checkbox"/> |
| Intelligence | 10 | 0 | 0 | <input type="checkbox"/> |
| Wisdom | 14 | +2 | +2 | <input type="checkbox"/> |
| Charisma | 8 | -1 | -1 | <input type="checkbox"/> |

Proficiency Bonus

Passive Wisdom (Perception)

Temp Effects

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Skills

| | | |
|-----------------------|----|-------------------------------------|
| Acrobatics (Dex) | +5 | <input checked="" type="checkbox"/> |
| Animal Handling (Wis) | +2 | <input type="checkbox"/> |
| Arcana (Int) | +2 | <input checked="" type="checkbox"/> |
| Athletics (Str) | +1 | <input type="checkbox"/> |
| Deception (Cha) | -1 | <input type="checkbox"/> |
| History (Int) | +2 | <input checked="" type="checkbox"/> |
| Insight (Wis) | +2 | <input type="checkbox"/> |
| Intimidation (Cha) | -1 | <input type="checkbox"/> |
| Investigation (Int) | +0 | <input type="checkbox"/> |
| Medicine (Wis) | +2 | <input type="checkbox"/> |
| Nature (Int) | +0 | <input type="checkbox"/> |
| Perception (Wis) | +2 | <input type="checkbox"/> |
| Performance (Cha) | -1 | <input type="checkbox"/> |
| Persuasion (Cha) | -1 | <input type="checkbox"/> |
| Religion (Int) | +0 | <input type="checkbox"/> |
| Sleight of Hand (Dex) | +3 | <input type="checkbox"/> |
| Stealth (Dex) | +5 | <input checked="" type="checkbox"/> |
| Survival (Wis) | +2 | <input type="checkbox"/> |

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|-------------|-----|
| Armor Class | 15 |
| Initiative | +3 |
| Speed | 25 |
| Max HP | 10 |
| Temp HP | |
| Current HP | |
| Hit Dice | 1d8 |

Death Saves

| | | | |
|-----------|--------------------------|--------------------------|--------------------------|
| Successes | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Failures | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Character Portrait



Attacks

| Attack Name | Bonus | Damage / Type |
|--------------|-------|----------------|
| Unarmed | +3 | 1d4+3 bludgeon |
| Quarterstaff | +3 | 1d6+3 bludgeon |
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Features & Traits

Halfling
Lucky: Reroll attack, ability check, or saving throw when a 1 is rolled (must use new roll).
Nimbleness: Can move through the space of any creature that is larger than me (small).
Brave: Advantage on saving throws against being frightened.
Stout: Advantage on saving throws against poison damage and have resistance against poison damage.

Monk
Unarmed Defense: if no armor or shield
 AC=10 + Dex mod + Wis mod

Other Proficiencies & Languages

Sage Languages: Elven, Goblin
 Halfling Languages: Halfling, Common

Character Background

Parents sent me to school as I had a bent for learning. After bumbling my way into adulthood, I wangled my way into the employ of a wizard, thinking that would be the best use of my talents. I later found the way of the monk more appealing.

Personality Traits

I...speak...slowly...when talking...to idiots...which...almost...everyone...is...compared to me.

Ideals

Self-improvement: The goal of a life of study is the betterment of oneself.

Bonds

It is my duty to protect my students.

Flaws

Unlocking an ancient mystery is worth the price of a civilization.

Equipment

Sage Background: Bottle of black ink, quill, small knife, letter posing question, common clothes, belt pouch

Magical Equipment

Consumables

Character Features

| | |
|--------------------------------|-------------|
| Eye Color | Brown |
| Hair Color & Style | Curly Brown |
| Skin Tone | Tan |
| Height | 3'1" |
| Weight | 40 |
| Age | 35 |
| Gender | Male |
| Lifestyle Expenses | |
| Distinguishing Characteristics | Tattoos |
| Faction | |
| Faction Points | |

Other Notes

Monk weapons: Shortsword, Club, Dagger, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Sickle, Spear

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|----------------------|----------------------|----------------------|----|----------------------|
| CP | SP | EP | GP | PP |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | 10 | <input type="text"/> |