



Barpig Drrmonk

CLASS & LEVEL

BACKGROUND

PLAYER NAME

-

900

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
+3
16

DEXTERITY
+2
14

CONSTITUTION
+2
14

INTELLIGENCE
+0
10

WISDOM
+1
12

CHARISMA
-1
8

INSPIRATION

PROFICIENCY BONUS
+2

SAVING THROWS

- +3 Strength
- +2 Dexterity
- +4 Constitution
- +0 Intelligence
- +1 Wisdom
- +1 Charisma

SKILLS

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

13 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum **24**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8
HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
STR	+5	+3
DEX	+4	+2
SPELL	-	-

Dagger, 1d4 (Str/Dex)
Unarmed, 1d4 (Str)
hand Crossbow 1d4 (Dex)

ATTACKS & SPELLCASTING

11 PASSIVE WISDOM (PERCEPTION)

Armor: Light armor, Medium Armor
Weapons: Simple weapons, hand crossbows, longswords, battle axes, warhammers, rapiers, shortswords
Tools: Brewer's Supplies

OTHER PROFICIENCIES & LANGUAGES

- CR - Entertainer's pack
- SP - Engraved mug.
- EP - Brewer's Supplies
- GP - Leather armor (11+)
- PP

EQUIPMENT

What's in the room?

When you join the Brew of the Drrmonk at 2nd level, you gain the proficiency with all improvised weapons.

Your unarmed strikes use a d4 for damage. When you hit a creature with an unarmed strike or improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

FEATURES & TRAITS