

Choe Pho



Character Sheet

Written by:
Travis Legge
Art by:
Stinky Goblin

Character Name

Choe Pho

Character Sheet

STR
10
+1

DEX
14
+2

CON
14
+2

INT
8
-1

WIS
15
+2

CHA
14
+2

INSPIRATION

Monk 1 **Class & Level**

+2 **PROFICIENCY BONUS**

Neutral **Alignment**

Healer **Background**

Nekomata **Race**

Experience Points

Strength 3
 Dexterity 4
 Constitution 0
 Intelligence 0
 Wisdom 0
 Charisma 0

14
Armor Class

+2
Initiative

40 ft.
Speed

10
Hit Point Maximum

SAVING THROWS

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

Successes
O-O-O
Failures
O-O-O
Death Saves

Current Hit Points

Temp. Hit Points

Total 1
d8
Hit Dice

Total 8
Marrow

Current Conditions

SKILLS

12 **PASSIVE PERCEPTION (WISDOM)**

Attack Spear Damage 1d6 Type Piercing
 Attack Unarmed Damage 1d4 Type Bludgeoning
 Attack Dart Damage 1d4 Type Piercing
 Attack _____ Damage _____ Type _____
 Spell Save /Maneuver DC 12

ATTACKS & SPELLCASTING

Common, Celestial
 Alchemist's supplies, Herbalism kit, Poisoner's kit
 Simple weapons, shortswords, Jeweler's kit

LANGUAGES & PROFICIENCIES

Darkvision (60 ft.), Feline Action, Feline Movement
 Keen Senses, Combat Triage, Unarmored Defense
 Martial Arts

FEATURES & TRAITS

Character Name

Choe Pho

Character Sheet

Tara (white)

Favored Buddha

Monk 1

Class & Level

Neutral

Alignment

Healer

Background

Nekomata

Race

Experience Points

Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Spell Save /Maneuver DC 12

ATTACKS & SPELLCASTING

Alchemist's supplies, Herbalism kit, Poisoner's kit, Common clothes

3 Healer's kits, Pouch, Gems (15 gp), 10 Darts

NOTES & EQUIPMENT

SPELLS & MAGIC

LANGUAGES & PROFICIENCIES

FEATURES & TRAITS

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Intelligence 0

Wisdom 0

Charisma 0

SAVING THROWS

Acrobatics (Dex) 4

Animal Handling (Wis) 0

Arcana (Int) 0

Athletics (Str) 3

Deception (Cha) 0

History (Int) 0

Insight (Wis) 0

Intimidation (Cha) 0

Investigation (Int) 0

Medicine (Wis) 4

Nature (Int) 1

Perception (Wis) 0

Performance (Cha) 0

Persuasion (Cha) 0

Religion (Int) 0

Sleight of Hand (Dex) 0

Stealth (Dex) 0

Survival (Wis) 0

SKILLS

PASSIVE PERCEPTION (WISDOM)

14

Armor Class

+2

Initiative

40 ft.

Speed

10

Hit Point Maximum

Successes
O-O-O

Failures
O-O-O

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SPELLS & MAGIC

LANGUAGES & PROFICIENCIES

FEATURES & TRAITS

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