

Anne the Assailer

CHARACTER NAME

Monk 1

CLASS & LEVEL

Halfling (Ghostwise)

RACE

Entertainer

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH
10
+0

DEXTERITY
16
+3

CONSTITUTION
13
+1

INTELLIGENCE
10
+0

WISDOM
16
+3

CHARISMA
10
+0

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

16 ARMOR CLASS

+3 INITIATIVE

25 SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total d8

1 HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

Don't mess with me; I've got two fists, two feet, two elbows, and a head, and I'm not afraid to use them.

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Unarmed	+5	1d4 + 3
Dagger	+5	1d4 + 3
Dart	+5	1d4 + 3

Unarmored Defense: while you are wearing no armor and not wielding a shield, your AC equals 16.

Martial Arts: You gain the following benefits while you are unarmed or wielding a dagger and you aren't wearing armor or wielding a shield:
When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

By Popular Demand: You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Silent Speech: You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

Lucky: When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave: You have advantage on saving throws against being frightened.

13 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Weapon: Simple weapons, shortwords
Armor: None
Tools: Disguise kit, Bagpipes, Tambourine
Languages: Common, Halfling

EQUIPMENT

A dagger, 10 darts, a set of bagpipes, backpack, bedroll, mess kit, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, a tinderbox, fine clothes, a disguise kit, a letter from an admirer

FEATURES & TRAITS