

Not-in-the-Face

CHARACTER NAME

Monk 3

CLASS & LEVEL

Kobold

RACE

Acolyte

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

900

EXPERIENCE POINTS

STRENGTH
10
+0

DEXTERITY
18
+4

CONSTITUTION
12
+1

INTELLIGENCE
11
+0

WISDOM
15
+2

CHARISMA
13
+1

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +2 Strength
- +6 Dexterity
- +1 Constitution
- +0 Intelligence
- +2 Wisdom
- +1 Charisma

SKILLS

- +6 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +0 Arcana (Int)
- +2 Athletics (Str)
- +1 Deception (Cha)
- +0 History (Int)
- +4 Insight (Wis)
- +1 Intimidation (Cha)
- +0 Investigation (Int)
- +2 Medicine (Wis)
- +0 Nature (Int)
- +2 Perception (Wis)
- +3 Performance (Cha)
- +1 Persuasion (Cha)
- +2 Religion (Int)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +2 Survival (Wis)

16 ARMOR CLASS +4 INITIATIVE 40' SPEED

Hit Point Maximum 21

21 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3 HIT DICE

SUCCESSES FAILURES DEATH SAVES

I remain serene(ly blotto) in even the most trying circumstances.

PERSONALITY TRAITS

All peaceful beings deserve a peaceful life.

IDEALS

I will prove to the world that a kobold can be a force for good.

BONDS

A drink, you say? Well, it is quite early, but... oh, go on, then.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Martial Arts	+2	1d4 b
Shortsword	+6	1d6+4 s
Dart (kunai)	+6	1d4+4 p

ATTACKS & SPELLCASTING

Small
Darkvision 60'
Sunlight Sensitivity*
Grovel 1/LR
Pack Tactics

Deflect Missiles

Ki:
Flurry of Blows
Patient Defense
Step of the Wind

Way of the Drunken Master:
Drunken Technique

* If the DM permits, consider trading Darkvision for the removal of Sunlight Sensitivity, since Not-in-the-Face was not raised underground.

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Simple weapons
Shortsword
Brewer's supplies
Woodcarver's tools

Common
Draconic
Halfling
Dwarven

OTHER PROFICIENCIES & LANGUAGES

8 Shortsword (zatōichi)
7 Dungeoneer's pack
7 Darts x10 (kunai)
Holy symbol
Prayer wheel
13 Incense x5
Vestments
Street clothes
Woodcarver's tools
Jug of plum wine

EQUIPMENT



Not-in-the-Face

CHARACTER NAME

18	2'8"	46 lbs.
AGE	HEIGHT	WEIGHT
Gold	Black-yellow reticulated	None
EYES	SKIN	HAIR

CHARACTER APPEARANCE

The Brotherhood of the Willing Spirit doesn't have much of a presence in the North, but Not-in-the-Face is an ordained priest of same, for whatever that's worth.

NAME

Willing Spirit Temple

SYMBOL

ALLIES & ORGANIZATIONS

18 years ago, one of the brothers of the Willing Spirit Temple found a mysterious egg on the trail while out for his morning walk around the isolated monastery's grounds. Intrigued, he took it back to the temple and kept it in a warm, safe place to see what would happen. A few weeks later, they had their answer when an infant kobold hatched from the egg.

Unable to locate the colony it had come from and uncertain how they would make peaceful contact with if they could, the monks decided to raise the hatchling as they would any other foundling instead. To the surprise of a few of them, the young kobold took readily to their ways and became one of the Willing Spirit's most dedicated followers, even learning the temple's innermost secrets as an acolyte of the Drunken Way--in the process adopting the sardonic battle cry that would become the name by which he has chosen to be known ever since.

At the minimum age, 18--an age that, as he points out wryly, would make him a venerable elder in any kobold colony--Not-in-the-Face set out to spread the protective hand of the Brotherhood over as much of society as he could reach, and to prove to a skeptical world that even a kobold can be a powerful force for good with the Willing Spirit in his veins.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

Trinket: Two toy soldiers, one missing its head.

TREASURE