

Monk 3 Acolyte CLASS & LEVEL BACKGROUND PLAYER NAME Kobold Lawful Good 900 ALIGNMENT EXPERIENCE POINTS RACE



+2 Perception (Wis)

• +3_ Performance (Cha) O +1 Persuasion (Cha)

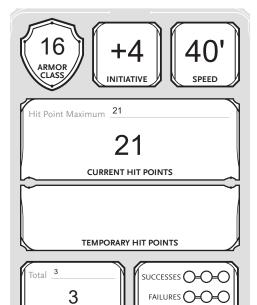
+2 Religion (Int)

O _+4 Stealth (Dex)

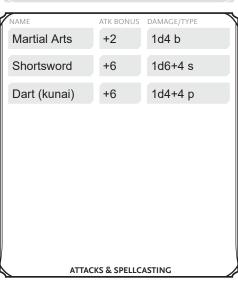
O _+2 Survival (Wis)

O _+4 Sleight of Hand (Dex)

SKILLS



HIT DICE



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

PERSONALITY TRAITS

All peaceful beings deserve a peaceful life.

IDFALS

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

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

FLAWS

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

DEATH SAVES

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

PASSIVE WISDOM (PERCEPTION)

Simple weapons Shortsword Brewer's supplies Woodcarver's tools

Common Draconic Halfling Dwarven

CHARISMA

OTHER PROFICIENCIES & LANGUAGES

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



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



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.



CHARACTER APPEARANCE

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

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

ALLIES & ORGANIZATIONS

Trinket: Two toy soldiers, one missing its head.

TREASURE