



UNGO

Monk 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Hermit

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

D&D 5TH EDITION CHARACTER SHEET
SUPPORTING EXTRA LIFE

I am not in a hurry.
Everything gets done in its own time.

PERSONALITY TRAITS

I live to protect the plants and creatures
of the Dankwood.

BOND

Fair. I believe that everything is good.
Even if it is being grumpy.

IDEALS

I can sometimes overlook the details by being in
love with the big picture.

FLAWS

STRENGTH

-1

8

DEXTERITY

+2

15

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+3

16

CHARISMA

+1

12

LANGUAGES &
PROFICIENCIES

Languages:
Common,
Gnomish, Goblin,

Weapons:
Shortsword, Sim-
ple Weapons

Tools: Flute,
Herbalism Kit

PROFICIENCY
BONUS

+2

PASSIVE
WISDOM

(perception)

13



INSPIRATION

SAVING THROWS

+1

STR

+1

INT

+4

DEX

+3

WIS

+1

CON

+1

CHA

SKILLS

- +4 ACROBATICS (DEX)
- +3 ANIMAL HANDLING (WIS)
- +1 ARCANA (INT)
- 1 ATHLETICS (STR)
- +1 DECEPTION (CHA)
- +1 HISTORY (INT)
- +5 INSIGHT (WIS)
- +1 INTIMIDATION (CHA)
- +1 INVESTIGATION (INT)
- +5 MEDICINE (WIS)
- +1 NATURE (INT)
- +3 PERCEPTION (WIS)
- +1 PERFORMANCE (CHA)
- +1 PERSUASION (CHA)
- +3 RELIGION (INT)
- +2 SLEIGHT OF HAND (DEX)
- +2 STEALTH (DEX)
- +3 SURVIVAL (WIS)

15 ARMOR CLASS

+2 INITIATIVE

40 ft. SPEED

21 MAX

HIT POINTS

TEMPORARY

DEATH SAVED

SUCCESS

FAIL

HIT DICE

3d8

TOTAL (level)

ATTACKS & SPELLCASTING

NAME	ATTACK BONUS	DAMAGE/TYPE
Staff of Adornment	+4	1d6+2 Bludgeoning
Unarmed Strike	+4	1d4+2 Bludgeoning
Flurry of Blows	+4	1d4+2 Bludgeoning

Bonus Actions

Martial Arts. When Ungo uses the Attack action on his turn, he can make one unarmed strike as a bonus action.

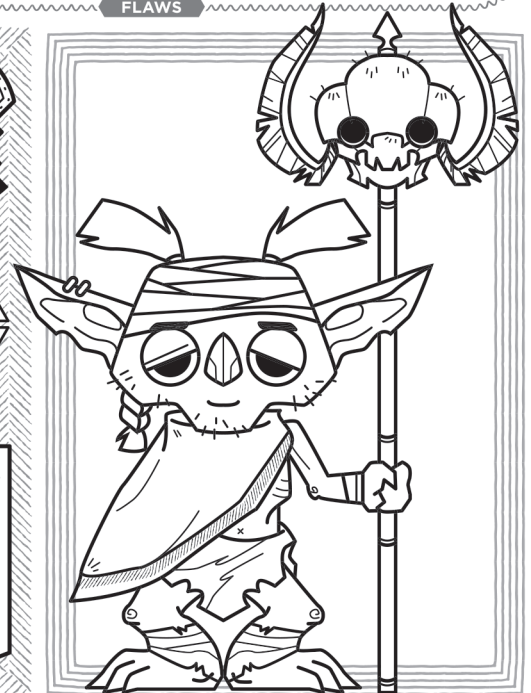
Ki. Ungo can spend Ki Points to activate ki features. Ungo has 3 ki points, and regains them after a short rest. Your Ki save DC is 13.

Patient Defense. Ungo can spend 1 ki point to take the Dodge action as a bonus action.

Flurry of Blows. After taking the Attack action, Ungo can spend 1 ki point to make two unarmed strikes (instead of only one) as a bonus action.

Whenever Ungo hits with one of these attacks, he can do one of the following:

- Knock his target prone if it fails a DEX saving throw (DC 13)
- Push his target up to 15 feet if it fails a STR saving throw (DC 13)
- It can't take a reaction until the end of Ungo's next turn



FEATURES & TRAITS

Darkvision 60 ft.

Speak with Small Beasts

Through sounds and gestures, Ungo can communicate simple ideas with Small or smaller beasts. Dankwood goblins like Ungo love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

Reactions

Deflect Missiles. Ungo can use a reaction to deflect or catch the missile when he would be hit by a ranged weapon attack. When he does, the damage he would take from the attack is reduced by 1d10 +5.

If Ungo reduces the damage to 0 and has a free hand, he can spend 1 ki point to throw it back, and make a ranged attack (as with a monk weapon) with range 20/60.

EQUIPMENT & MONEY

•5 Gold