

# Drabon Bloodkith

STR  
**12** +1

DEX  
**16** +3

CON  
**15** +2

INT  
**10** +0

WIS  
**16** +3

CHA  
**8** -1

RACE	<b>Deepforge Dwarf</b>
SIZE	<b>Medium</b>
GENDER	<b>Male</b>
AGE	<b>47</b>
CLASS	<b>Monk</b>
LEVEL	<b>5</b>
EXPERIENCE	<b>8.450</b>
BACKGROUND	<b>Hermit</b>
ALIGNMENT	<b>Lawful Neutral</b>
FAITH	<b>No known deity</b>
NATIONALITY	<b>Darndohr</b>
HAIR & EYES	<b>Crimson hair / Blue eyes</b>
HEIGHT & WEIGHT	<b>4' 5" / 165 lbs</b>



HIT POINTS			ARMOR CLASS	
<b>38</b>			<b>16</b>	
CURRENT HP			ARMOR	SHIELD
<b>38</b>			<b>10</b>	-
LVL	HD	USED	DEX	MAGIC
<b>5</b>	<b>d8+2</b>		<b>3</b>	-
LVL	HD	USED	MISC	MISC
			<b>3</b>	-
INITIATIVE			SPEED	
<b>+3</b>			<b>35</b>	
DEX	MISC	BASE	MISC	
<b>3</b>	-	<b>25</b>	<b>10</b>	

ATTACK				TO HIT
<b>Quarterstaff</b>				<b>+6</b>
Versatile (1d8)				
DEX	Melee	1d8+3	Bludgeoning	
ABILITY	RANGE	DAMAGE	TYPE	

ATTACK				TO HIT
<b>Unarmed attack</b>				<b>+6</b>
Bonus action olarak yapılabilir (bknz. Martial Arts)				
DEX	Melee	1d6+3	Bludgeoning	
ABILITY	RANGE	DAMAGE	TYPE	

ATTACK				TO HIT
ABILITY	RANGE	DAMAGE	TYPE	

PROFICIENCY BONUS	SENSES
<b>+3</b>	<b>Passive Perception: 13</b>

INSPIRATION	DEATH SAVES
	Successes O-O-O
	Failures O-O-O

## SAVING THROWS & RESISTANCES

● STR: **+4** ● DEX: **+6** ○ CON: **+2**  
○ INT: **+0** ○ WIS: **+3** ○ CHA: **-1**

**Zehre karşı kurtarma atışlarında avantajı var**  
**Zehir hasarına karşı dirençli (resistance)**

## ARMOR & WEAPONS

○ Light ○ Medium ○ Heavy ○ Shields

● Simple ○ Martial **Shortsword**  
**Battle axe** **Throwing hammer**  
**Handaxe** **Warhammer**

## TOOLS

**Herbalism kit**  
**Brewer's supplies**  
**Flute**

## LANGUAGES

**Oidhorin**  
**Ilossa**  
**Primordial**

## SKILLS

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

## ACTIONS

	USES	RENEW
<b>Attack (x2)</b>	-	-

## BONUS ACTIONS

	USES	RENEW
<b>Unarmed Attack</b>	-	-
<b>Flurry of Blows (1 ki)</b>	<b>Ki</b>	<b>S/LR</b>
<b>Patient defense (1 ki)</b>	<b>Ki</b>	<b>S/LR</b>
<b>Step of the wind (1 ki)</b>	<b>Ki</b>	<b>S/LR</b>

## REACTIONS

	USES	RENEW
<b>Deflect Missiles</b>	-	-

## SPECIAL

	USES	RENEW
<b>Stunning Strike (1 ki)</b>	<b>Ki</b>	<b>S/LR</b>
<b>(Con Save)</b>		

