

Ice Cold the Slab Monsoon

CHARACTER NAME

Monk 1

CLASS & LEVEL

Variant Human

RACE

Pro Wrestler

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

1

12

DEXTERITY

3

16

CONSTITUTION

1

13

INTELLIGENCE

-1

8

WISDOM

2

14

CHARISMA

1

13

INSPIRATION

2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

3.16

INITIATIVE

30

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Punch/Kick	+5	1d4+3 Bludg...
Slap	+5	1d4+3 Bludg...
Head Butt	+5	1d4+3 Bludg...
Double Axe...	+5	1d4+3 Bludg...
Backhand	+5	1d4+3 Bludg...
Kick to Gut	+5	1d4+3 Bludg...
Face Rake	+5	1d4+3 Slashing

ATTACKS & SPELLCASTING

CP

SP

EP

517

GP

PP

- 1 Club Seat
- 10 Thrown Pointy
- 1 Explorer's Pack
- 1 Backpack
- 1 Bedroll
- 1 Mess kit
- 1 Tinderbox

EQUIPMENT

I'm confident in my own abilities and do what I can to instill confidence in others To me, a tavern brawl is a nice way to get to know a new city

PERSONALITY TRAITS

People. I like seeing the smiles on people's faces when I perform. That's all that matters.

IDEALS

The world will come to know me as the greatest wrestler in all the lands

BONDS

Once someone questions my courage, I never back down no matter how dangerous the situation.

FLAWS

- Tough Guy
- Dangerous Man
- Experienced Wrestler
- Let's Finish This
- Ice Cold Time
- Pro-Wrestling Moves

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

TOOL: Lock Picking

LANGUAGE: Common, Elvish

WEAPON: Improvised Weapon, Improvised

Weapons, Shortsword, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK	DAMAGE/TYPE	CP	SP	EP	GP	PP	Total: _____	Total: _____
Elbow Strike	+5	1d4+3 Various							1
									ICE COLD POINTS
Stomp	+5	1d4+3 Bludg...							
Club Seat	+5	1d8+3 Bludg...						Total: _____	Total: _____
Hit w/ Object	+5	1d6+3 Varied							
Throw a Thing	+5	1d4+3 Bludg...							
Thrown Pointy	+5	1d4+3 Piercing						Total: _____	Total: _____
Tie-up									
Pin									
Leg/Arm Lock	+5	1d4+3 Force							
Choke	+5	1d4+3 Force							
Camel Clutch	+3	2d4+1 Force							
Leg/Elbow Drop	+5	2d4+3 Bludg...							
Clothesline	+5	1d4+3 Bludg...							
Running Dro...	+5	2d4+3 Bludg...							
Big Boot	+5	1d4+3 Bludg...							
Arm Whip	+5								
Body Slam	+5	1d6+1 Bludg...							
D.D.T.	+5	1d6+1 Bludg...							
Powerbomb	+3	2d4+1 Bludg...							

ATTACKS & SPELLCASTING									

EQUIPMENT

FEATURES & TRAITS

Tough Guy

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Dangerous Man

At 1st level, your professional wrestling experience gives you mastery of unarmed fighting styles, simple weapons, and improvised weapons. You gain the following benefits while you are unarmed or wielding only simple or improvised weapons and you aren't wearing armor or wielding a shield: You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and simple/improvised weapons. You can roll a d4 in place of the normal damage of your unarmed strikes. Your improvised weapons do varied damage as per size and usage. This unarmed strike damage changes as you gain Pro Wrestler levels, as shown in the Dangerous Man column of the Pro Wrestler table. When you use the Attack action with an unarmed strike or improvised/simple 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 wooden chair, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. Certain pro wrestlers use specialized weapons, gimmicks, or techniques. For example, they may use a cane or nunchucks, a lute, a stepladder or a birdcage. These weapons are treated as a similar known weapon in terms of stats.

Experienced Wrestler

Through hard work and training you've increased your Constitution 1. When you hit a creature with an unarmed strike or an improvised/simple weapon on your turn, you can use a bonus action to attempt to tie-up with (grapple) the target. As an Experienced Wrestler, you can use your Dexterity (Acrobatics) or Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check for grappling checks.

Let's Finish This

Through your experience as a pro wrestler, you've got heightened awareness for an opponent's dwindling health. When you're within a short distance of an enemy you can see, you sense when that enemy has 10 or fewer hit points remaining.

Ice Cold Time

You can spend Ice Cold Points and access attacks or features as follows: Finishing Move: Whichever attack you choose, double your damage dice (not your modifiers) on a successful attack. Costs 1 Ice Cold Point Go Ice Cold: At the end of your turn, you can spend an ice cold point to bolster your resolve for the next attack you'll be receiving. This grants you resistance to all non-magical bludgeoning, piercing, and slashing damage on the next attack against you. Costs 1 Ice Cold point

Pro-Wrestling Moves

As a Pro-Wrestler, you have different types of melee combat attacks. Melee Attacks: When you're close to a foe. Running Attacks: When you're close enough to approach a foe with your movement and attack on your turn. Aerial Attacks: When you're able to attack a foe from above them. Either by jumping from an elevated surface or if they're prone. Grapple Attacks: These are attacks which require a successful tie-up or grapple. Body slam, pile driver, DDT, or press slam... Submission Attacks: When you have a foe restrained (2 successful grapple checks). Intended to inflict pain and damage with force damage. Choke Attacks: Melee attack when you have a foe grappled. Intended for non-lethal incapacitation or forcing an opponent unconscious. (foe must be humanoid, or at least have a neck to choke) Defensive Attacks: Can be used as a held action (or reaction, if you have one) for when a foe enters your melee range.