

BIP ELLYWICK

GNOME MONK 2nd Level



10 STR	18 DEX	16 CON
+0	+4	+3
12 INT	9 WIS	14 CHA
+1	-1	+2
+2 Proficiency		25' Speed
+6 DEX saving throw		+2 WIS saving throw

ABILITIES

Darkvision

Gnome Cunning

Bip gets Advantage on all Intelligence, Wisdom and Charisma saving throws against magic.

Friend of the Forest

Bip can speak with animals.

SKILLS

Acrobatics +6
Athletics +2
Stealth +6

Toughness

Bip uses Constitution instead of Wisdom for unarmored defense.

Forest Luck

Once per day, Bip can choose to add Advantage to one ability check, attack roll, or saving throw.

MONK ABILITIES

Bip can use one of these abilities two times per day.

Flurry of Blows

Bip gets two extra punch attacks this round.

Patient Defense

All attacks against Bip have Disadvantage this turn.

Step of the Wind

Bip moves an extra 50 feet this round.

PUNCH

+6
to hit

1d4+4
to damage

THROWING
DAGGER

+7
to hit

1d4+5
to damage



EQUIPMENT

Simple cloak, wooden staff, light boots, pouch of throwing ball bearings, food bowl, three +1 throwing dagger, sling with many pouches and pockets, three baby squirrels and an old toad.

TREASURE

40 Gold

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Bip is the youngest daughter in a large Gnomish family. The Gnomes live in a tiny shire just outside of Tumbledowns. The family has a pact of mutual benefit with the local farmers: the forest friends help the farmers with their animals and the Gnomes receive all the garden vegetables, gourds, and cheese they can eat.

Bip is not a Monk in the traditional sense of the word. In fact, there's not much traditional about her at all. Bip is more of a happy-go-lucky, joke-a-minute, scrappy, punching-someone-is-usually-the-best-solution kinda girl.

Bip grew up sneaking into town to the monastery. Although she never joined formally, she spent her childhood learning martial arts while watching from a hidden perch in a nearby tree. Accordingly, her knowledge of Kung Fu is incomplete, and her fighting style lacks the self discipline of the monks. Still, she relishes the idea of being on the good side of a fight and punching out evil wherever she finds it.

PERSONALITY TRAIT: *“Hey can anyone guess what my favorite drink is? PUNCH!”*

IDEAL: *“My forest fighting style will be the most powerful Kung Fu in the world!”*

BOND: *“There is honor among all those who share in battle.”*

FLAW: *“Yes, of course I’m training to become the greatest warrior the world has ever seen. But right now, it’s my lunch break.”*

ADVENTURE NOTES

Bip usually has a few small animals in her pockets, currently three baby squirrels, one small mouse named Buster, and a old toad.

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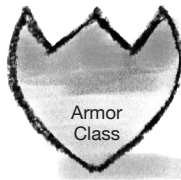
STR	DEX	CON
INT	WIS	CHA
Proficiency		Speed
Saving throw		Saving throw

ABILITIES

SKILLS

SPELLS

to hit	to damage
to hit	to damage



EQUIPMENT

TREASURE



Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

