

3

LEVEL

Name: Brad Von Zarovich (no relation) Player: Ryan Cannon

Class: Monk 1, Druid (Circle of the Land) 2 DCI:

Experience: 900

Next level: 2,700

Background: Noble

Race: Human

Size: Medium

Height:

Weight:

Gender: Male Hair:

Eyes:

Skin:

Age:

Alignment: Lawful Evil

Faith:

DUNGEONS & DRAGONS

Abilities

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
8 STR STRENGTH	-1	+1	<input checked="" type="checkbox"/>
16 DEX DEXTERITY	+3	+5	<input checked="" type="checkbox"/>
14 CON CONSTITUTION	+2	+2	<input type="checkbox"/>
8 INT INTELLIGENCE	-1	-1	<input type="checkbox"/>
16 WIS WISDOM	+3	+3	<input type="checkbox"/>
12 CHA CHARISMA	+1	+1	<input type="checkbox"/>

Saving Throw Advantages / Disadvantages

Ability Save DC

PROFICIENCY BONUS

+ 8 +

Wis

13

Senses

15 Passive Perception

Proficiency Bonus

☐ INSPIRATION

Limited Features

FEATURE	MAX USAGES	RECOVERY	USED
Wild Shape (CR 1/4, no fly/swim; 1 hour)	2	SR	
Natural Recovery (1 level spell slots)	1	LR	

Skills

Adv Dis	BONUS	NAME (ABILITY)	PROF.	EXP.
<input checked="" type="checkbox"/>	+3	Acrobatics (DEX)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Animal Handling (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	-1	Arcana (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	-1	Athletics (STR)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Deception (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	History (INT)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Insight (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Intimidation (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	-1	Investigation (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Medicine (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	-1	Nature (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+5	Perception (WIS)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Performance (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Persuasion (CHA)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Religion (INT)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Sleight of Hand (DEX)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+5	Stealth (DEX)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Survival (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>		Tool	<input type="checkbox"/>	<input type="checkbox"/>

Combat

Defense



13	ARMOR BONUS
	SHIELD BONUS
3	DEXTERITY MOD
	MAGIC
	MISC MOD 1
	MISC MOD 2

Unarmored Defense

AC DURING REST

RESISTANCE

HALF DAMAGE

Attacks

ATTACKS PER ACTION 1

WEAPON / DESCRIPTION	PROF. ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Unarmed Strike	De	Melee	+5	1d4+3	Bludge
Spear	De	Melee, 20/60 ft	+5	1d6+3	Piercin
Thrown, versatile (1d8)					
Dart	De	20/60 ft	+5	1d4+3	Piercin
Finesse, thrown					

TYPE	TOTAL	TYPE	TOTAL
Darts	10		
AMMUNITION		AMMUNITION	

Initiative +3

DEX 3 + MISC.

SPEED 30 ft

SPEED ENCUMBERED 20 ft

Health



RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST.

HIT DICE

	WOUNDS
TEMPORARY HP	
3 x d8 + 2	DIE DC10 LIVE
	II
	III
	DEATH SAVING THROWS

Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

Attack / Cast a Spell
Dash / Disengage / Dodge
Escape Grapple / Help / Hide
Ready / Search / Use Object
Wild Shape (start)
Grapple / Shove (instead of 1 attack)

BONUS ACTIONS

Martial Arts (with Attack action)
Wild Shape (end)
Grapple (if hit with unarmed/improv.)

REACTIONS

☐ USED THIS ROUND

Opportunity Attack



Background

Character History

Brad is a Faerûnian noble who looks, talks and acts eerily similar to Strahd, but he isn't a vampire (yet?). All of these similarities are purely coincidence, but that hasn't stopped an unrelenting series of brainless do-gooders from attempting to slay Brad mistakenly.

When word spreads, as it does around adventurers, that the Barovian Dark Lord has taken up residence in a sleepy country lord's estate just outside of Waterdeep, Strahd presumes the imposter to be a threat or intentional pretender, and pulls him into Ravenloft to exact his revenge. When he discovers the "threat" to be a dim-witted—if vicious—fop, Strahd decides to let the fool live and see what end he comes to in Barovia.



Character Portrait

Appearance

Brad and Strahd look like brothers from another mother, although Brad is slightly less pale, and doesn't sparkle in the Barovian daylight.

Enemies

Allies & Organizations

Faction: Lord's Alliance

Faction Rank: Cloak

Renown:



Organization Symbol



Notes

Spells:

Cantrips (at will): *Druidcraft, Guidance, Frostbite, Produce Flame*

1st level (3 slots): *Absorb Elements, Charm Person, Cure Wounds, Fog Cloud, Spider Climb*

