



Name:	Bigby	
Age: 45	Race: Bugbear	Size: Medium (7'8")
Blood Ty: B		Alignment: True Neutral He/Him
Bigby was taken into a secret monastery as a baby. It was known as the Skia and it trained some of the best spies and assassins unknown by the world...That is until Bigby gets a few drinks in him. From a young age Bigby was taught the ways of Shadows, and while he had a natural talent for it, he had no desire to stay. To this day he remains alert to the possibility of his former guild killing him, but that's a thought for later. Besides, they would have to teach someone to be better than him first...		

Character Building Blocks

Race: Bugbear (Volo's Guide to Monsters)

Ability Score Increase: Str +2 / Dex +1

Size: Medium (**Powerful Build**- can carry like Large)

Speed: Your base walking speed is 30

Languages: Common and Goblin

Long-Limbed: When you make a melee attack on your turn, your reach is increased by 5ft (attack of opportunities won't work)

Sneaky: Proficient in Stealth.

Surprise attack: If you attack someone by surprise on the first round of combat, you get an extra 2d6 sneak attack damage. Can only be used once per combat

Darkvision:

Class: Path of the Shadows Monk (D&D Player's Handbook)

Starting Skill Proficiencies: Acrobatics, Athletics

Tools: Pan flute

Abilities:

Focus Dex and then Wis. It's possible to focus Str and then Wis, but at the cost of some AC

Bigby was trained to basically be an assassin with his natural ability for stealth. Your focus should be to end combat as fast as possible and if your Surprise Attack doesn't finish them off you disengage and wait for another time. Take advantage of flurry of blows from 10 feet away with your Long-limbed feet and if surrounded cast darkness and jump to another shadow.

Example stats:

Str/ 14 (+2) Dex/15(+1) Con/13 Int/11 Wis/15 Char/13

Background: **Hermit**

Proficiencies: Medicine and Religion

Tool Proficiencies: Herbalism Kit

Equipment: Some scrolls You stole from the Skia, your winter blanket, common clothes, a bong (herbalism kit), and 5gp to your name.

Feat: **Discovery**

You know of Skia and its location in the world and where it can influence. Bigby has made the choice to remain at sea to avoid getting caught due to the fact that Skia has no navel infiltration resources.

Equipment

You're a monk; all you need are your fists. Maybe grab some daggers or some wire for traps and tools, but that's it.

Recommended Spells

You don't have spells. With Ki, you have access to Silence, Darkness, Darkvision, and Pass without Trace

Level Guild up to 6.

Most of these abilities can be found on Wikipedia But please considering buying the books/pdfs for legal reasons.

Lv1:

Unarmored Defense, Martial Arts

Lv2:

Ki, Unarmored Movement

Lv3:

Monastic Tradition (Path of the Shadow: Shadow Arts), Deflect Missiles

Lv4:

Ability score Improvement: +1 Dex +1Wis, Slow Fall

Lv5:

Extra attack, Stunning Strike

Lv6:

Ki-empowered Strikes, Shadow Step (PotS ability)

@GrayBeast