Bean

Dog Monk, Level 3 | Alignment: Lawful Good
Background: Unofficial executive advisor

SecureIdeas professionally evil®

ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF BONUS	PASSIVE PERCEPTION	LUCK
11	18	30 ft	+1	+2	12	5

STR	DEX	CON	INT	WIS	CHA
-1	+1	+0	+2	+2	+2
Score 8 | Save +1*	Score 13 | Save +3*	Score 10 | Save +0	Score 15 | Save +2	Score 14 | Save +2	Score 14 | Save +2

**Proficient Save*

Skills & Proficiencies

Acrobatics (DEX) *	+3	Perception (WIS)	+2
Stealth (DEX) *	+3	Persuasion (CHA)	+2
Insight (WIS) *	+4	Investigation (INT)	+2
Athletics (STR) *	+1	Deception (CHA)	+2

**Proficient Skill*

Attacks, Spells, & Abilities

Name	Attack/DC	Damage	Notes
The Vest	+4	1d8+2	Signature weapon / tool
The Stare	At Will	-	Signature move, roleplay / utility
The Nap	DC 12	Varies	Once per session, ultimate ability

Class Features

Ki - Spend ki points for a Flurry of Blows, a burst of Patient Defense, or a Step of the Wind
The Stare - Fixes you with those eyes until you reconsider whatever you were about to do
Ultimate Ability - The Nap: Achieves such perfect stillness that nearby problems resolve themselves out of sheer secondhand calm
The Vest - A service dog vest that doubles as business casual

Personality

Trait	In a crisis: Calmly solving the puzzle, out loud. Known around the office as Mischievous.
Ideal	Most wizards memorize. He captures what the dungeon is already broadcasting, replays it, and then teaches a seminar about it.
Bond	Twenty-five years of making a room laugh while the payload lands, so the teaching curse and the showmanship are the same muscle at this point.
Flaw	The System's own audit log lists him as "chaotic-meticulous."

Backstory & Equipment

Backstory

Nobody remembers hiring Bean, and nobody can fire him either. He has attended more client meetings than most of the actual consulting staff, contributed nothing verbally to a single one of them, and is somehow always cited afterward as the reason the room felt good about the decision. His meditation technique, achieving total stillness for twenty-plus hours a day, would be hailed as monastic discipline in a human. In Bean, everyone just calls it a nap.

Equipment

The Vest
No armor, just nerve
Secret kibble
An adventurer's pack
15 gp