

Nox

CHARACTER NAME

Barpig, Rumrauder

CLASS & LEVEL

Soldier

BACKGROUND

Bastiaan

PLAYER NAME

900

EXPERIENCE POINTS

RACE

ALIGNMENT

STRENGTH

+2

14

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

-1

8

WISDOM

+0

10

CHARISMA

+2

14

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

- +3 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- 1 Arcana (Int)
- +2 Athletics (Str)
- +2 Deception (Cha)
- 1 History (Int)
- +0 Insight (Wis)
- +4 Intimidation (Cha)
- 1 Investigation (Int)
- +0 Medicine (Wis)
- +2 Nature (Int)
- +0 Perception (Wis)
- +4 Performance (Cha)
- +3 Persuasion (Cha)
- 1 Religion (Int)
- +5 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +0 Survival (Wis)

14 (+1) ARMOR CLASS

+3 INITIATIVE

30 ft. SPEED

Hit Point Maximum 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8 HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
STR	+4	+2
DEX	+5	+3
SPELL	-	-

Dagger, 1d4 (Str/Dex)

Shortsword, 1d6 (Str)

Hand Crossbow 1d4 (Dex)

ATTACKS & SPELLCASTING

Slender Glove of Swift Swiping

When you join the Brew of the Rumrauder at 2nd level, you learn how to land a strike and get away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make bonus opportunity attacks against you for the rest of your turn.

You also gain a +1 to AC if you are wielding just one weapon and don't carry a shield.

9 PASSIVE WISDOM (PERCEPTION)

Armor: Light armor, Medium Armor


Weapons: Simple weapons, hand crossbows, longswords, battle axes, warhammers, rapiers, shortwords

Tools: Brewer's Supplies

OTHER PROFICIENCIES & LANGUAGES

- CP - Entertainer's pack
- SP - Engraved mug
- EP - Brewer's Supplies
- GP - Leather armor (11+)
- PP

EQUIPMENT



FEATURES & TRAITS