

Barpig, Rumrauder CLASS & LEVEL

Soldier BACKGROUND Bastiaan PLAYER NAME

900

ALIGNMENT

DEATH SAVES

ATK BONUS DAMAGE/TYPE

EXPERIENCE POINTS

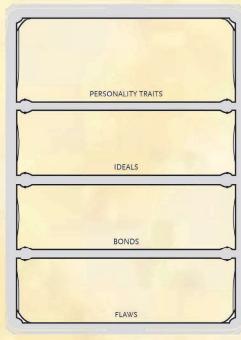




HIT DICE

STR

DEX





+0 Perception (Wis)

Performance (Cha)

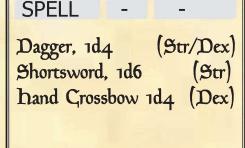
Persuasion (Cha)

Religion (Int)

SKILLS

+5 Stealth (Dex) O +0 Survival (Wis)

+5 Sleight of Hand (Dex)



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.



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PASSIVE WISDOM (PERCEPTION)

Armor: Light armor, Medium Armor

Weapons: Simple weapons, hand crossbows, longswords, battle axes,

warhammers, rapiers, shortswords

Tools: Brewer's Supplies

OTHER PROFICIENCIES & LANGUAGES



