

# the Realm of Quindia

## BARNACUS THE CLOAK

CHARACTER NAME

SCORE DEX 1/2 LVL MISC

5 INITIATIVE 3 2 0

SCORE ABILITY NAME ABILITY MODIFIER MODIFIER + 1/2 LEVEL

15 STR STRENGTH 2 4

16 CON CONSTITUTION 3 5

17 DEX DEXTERITY 3 5

8 INT INTELLIGENCE -1 1

14 WIS WISDOM 2 4

11 CHA CHARISMA 0 2

## ROGUE 5TH

CLASS AND LEVEL

20 AC 12 5 0 1 1 1

16 FORT 12 3 0 0 0 1

19 REF 12 3 2 1 0 1

15 WILL 12 2 0 0 0 1

## DWARF

## LN

5887

RACE

ALIGNMENT

EXPERIENCE

SCORE

BLOODIED

HEALING SURGE

SURGES/ DAY

48 HIT POINTS 24 12 9

1/2 HP 1/4 HP

CURRENT HIT POINTS

SECOND WIND (ONCE/ENCOUNTER)

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SCORE

BASE

ARMOR

ITEM

MISC

5 SPEED 5 0 0 0

## ABILITIES (Racial Features, Class Features, Powers, and Feats)

DWARVEN ABILITIES (PHB 36): LOW LIGHT VISION, +5 SAVES VS POISON, DWARVEN RESILIENCE (USE SECOND WIND AS MINOR ACTION), DWARVEN WEAPON PROFICIENCIES (WARHAMMERS), ENCUMBERED SPEED, AND STAND YOUR GROUND (-1 SQUARE FORCED MOVEMENT AND SAVING THROW VS BEING KNOCKED PRONE).

ROGUE ABILITIES (PHB 116): BRUTAL SCOUNDREL (+2 DMG ON SNEAK ATTACKS), FIRST STRIKE (HAS COMBAT ADVANTAGE AGAINST CREATURES THAT HAVE NOT ACTED IN THE ENCOUNTER), ROGUE WEAPON TALENT (+1 TO HIT WITH DAGGERS), SNEAK ATTACK (+2DP6).

ROGUE POWERS (PHB 118): PIERCING STRIKE, RIPOSTE STRIKE, TORTUROUS STRIKE, TOPPLE OVER, TUMBLE, DEEP CUT, AND EASY TARGET.

FEATS (PHB 192): TWO WEAPON DEFENSE (+1 AC AND REFLEX WITH TWO WEAPONS), TWO WEAPON FIGHTING (+1 DAMAGE WITH MAIN WEAPON IF FIGHTING WITH TWO WEAPONS) AND WEAPON FOCUS (+1 DAMAGE WITH LIGHT BLADES).

LANGUAGES: DWARVEN AND COMMON.



## SKILLS

SCORE	SKILL NAME	ABILITY +1/2 LVL	TRAINED	ARMOR PENALTY	MISC
10	Acrobatics	DEX	5	5	0
1	Arcana	INT	1	0	0
10	Athletics	STR	4	5	0
2	Bluff	CHA	2	0	0
2	Diplomacy	CHA	2	0	0
11	Dungeoneering	WIS	4	5	2
7	Endurance	CON	5	0	2
4	Heal	WIS	4	0	0
1	History	INT	1	0	0
4	Insight	WIS	4	0	0
2	Intimidate	CHA	2	0	0
4	Nature	WIS	4	0	0
9	Perception	WIS	4	5	0
1	Religion	INT	1	0	0
10	Stealth	DEX	5	5	0
2	Streetwise	CHA	2	0	0
12	Thievery	DEX	5	5	0

## COMBAT (Weapons and Basic Attacks)

SHORT SWORD	+8	2	2	0	3	0	0	1*	D6+5
WEAPON	ATTACK	1/2 LVL	ABILITY	CLASS	PROF	FEAT	MAGIC	MISC	DAMAGE
NA LIGHT BLADE									
RANGE	NOTES								
DAGGER	+9	2	2	1	3	0	0	1*	D4+5
WEAPON	ATTACK	1/2 LVL	ABILITY	CLASS	PROF	FEAT	MAGIC	MISC	DAMAGE
5/10 LIGHT BLADE, +10 IF THROWN (D4+6)									
RANGE	NOTES								
HAND CROSSBOW	+8	1	3	0	2	0	0	1*	D6+3
WEAPON	ATTACK	1/2 LVL	ABILITY	CLASS	PROF	FEAT	MAGIC	MISC	DAMAGE
10/20 LOAD FREE ACTION									
RANGE	NOTES								
WEAPON	ATTACK	1/2 LVL	ABILITY	CLASS	PROF	FEAT	MAGIC	MISC	DAMAGE
*BONUS TO HIT AND DAMAGE									
RANGE	NOTES								

## SENSES

SCORE	SKILL
14 Passive Insight	10+ 4
SCORE	SKILL
19 Passive Perception	10+ 9
SPECIAL SENSES	
LOW-LIGHT VISION	

## EQUIPMENT

DAGGERS (6), HAND CROSSBOW, QUIVER OF 20 BOLTS, BACKPACK, BEDROLL, FLINT & STEEL, BELT POUCH, TRAIL RATIONS (10 DAYS), HEMP ROPE (50FT), WATERSKIN, AND THIEVES' TOOLS.

SECRET (DAGGER +1, VICIOUS - D12 ON A CRIT)

ARMOR OF CLEANSING (LEATHER +1, +2 SAVING THROWS VS ONGOING DAMAGE)

GAUNTLETS OF OGRE POWER (+1 ATHLETIC AND STRENGTH CHECKS, DAILY POWER - +5 DAMAGE)

HEALING POTION

CP: SP: 206 GP: 607 PP: OTHER:

## CHARACTER DESCRIPTION (Appearance, Personality, etc.)

BARNACUS IS TALL AND RATHER SPINDLY FOR A DWARF. HE HAS A LARGE MUSTACHE THAT NEARLY REACHES HIS BELT AND A SHAVED BEARD. BARNACUS IS QUIET AND SHADY. HE IS NOT A FAN OF BEING IN THE SPOTLIGHT, PREFERRING THE CONCEALMENT OF HIS IMMENSE CLOAK AND THE SHADOWS. HE HAS AN OBSESSION WITH DAGGERS.

## NOTES