

Innkeeper base

Human, any alignment

Armor Class: 11 (Padded)

Hit Points: 19 (3d8 +6)

Speed: 30ft (9m / 6 sqr)

Proficiency: +2

STR
11 (+0)

DEX
13 (+1)

CON
14 (+2)

INT
10 (+0)

WIS
15 (+2)

CHA
16 (+3)

Skills: *Insight* +4 *Persuasion* +5 *Deception* +5 *Investigation* +3

Challenge: 1/8 (25 XP)

Actions

Dagger. *Melee Weapon Attack* +2 to hit, range 20/60ft, one target. Hit: 2 (1d4 +0) piercing damage.

Properties: Thrown: range 20/60ft, Finesse, Light, It's actually a kitchen knife,

Special Abilities

The first to know: All the gossip from the city comes to the tavern first.

I know a guy: Due to his job, a innkeeper has some known contacts on the underworld. With a proper gold or persuasion, he can make things happen.

Character created at rpgtinker.com