

# Nurkam Darr

Orc | Mystic | Co-Pilot | Neutral

## Backstory/Flavor

I scrapped my way up from nothing to a comission on a salvage vessel. I will make my fortune, soul-blade in hand.

## Bond

Elian and Hadrienne Sirrah are hiding something.

Str	Dex	Con	Int	Wis	Cha	Exp.
16	14	16	12	10	8	
<b>+3</b>	<b>+2</b>	<b>+3</b>	<b>+1</b>	<b>+0</b>	<b>-1</b>	
HP	AC	DC	Init	Spd	HitD	Level
11	14	11	+2	30	d8	1

Inspiration Point: ☐

## Health

Hit dice used (1d8): ☐

Current HP: \_\_\_\_\_ Temporary HP: \_\_\_\_\_

Death Saves: ☒ ☒ ☒ ☒ ☒ ☒ ☒

## Skills

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

## Proficiencies

Light armor, simple weapons  
**darkvision**

## Equipment

_____	_____
_____	_____
<b>Healing Potion(s):</b> ____	+2d4 +2 HP, ACTION

## Weapons

**Short Sword** (+5)

1d6 +3 piercing. Finesse, light

**Soulblade** (+5)

1d8 +4 **psychic**. Finesse

## Spells

\_\_\_\_\_/4 Psi

### Bonus Action

**Feat of Strength** (2 Psi)

gain a +5 bonus to Strength checks until the end of your next turn..

**Brutal Strike** (1-2 Psi)

Gain +1d6 per psi point spent to your next damage roll against a target you hit with a melee attack during the current turn

### Reaction

**Knock Back** (1-2) Psi

The target must succeed on a Strength saving throw or be knocked 10 feet away from you per psi point spent. The target moves in a straight line. If it hits an object, this movement immediately ends and the target takes 1d6 bludgeoning damage per psi point spent.

### Other

**Mighty Leap** (1-2) Psi

As part of your movement, you jump in any direction up to 20 feet per psi point spent

## Cantrips

### Bonus Action

**Summon Blade:** Summons your soul blade into an empty hand.

**Light Step:** For the rest of your turn, your walking speed increases by 10 feet, and the first time you stand up this turn, you do so without expending any of your movement

## Special

### Other

**Brute Force:** You have advantage on strength checks.

**Savage Attacks:** When you score a critical hit with a melee attack, you add an additional weapon die to the attack.

### Long Rest

**Relentless Endurance**

When you are reduced to 0 hp but not killed outright, you may drop to 1 hp instead.