

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, soulblade in hand.

Bond

Elian and Hadrienne Sirrah are hiding something.

Str	Dex	Con	Int	Wis	Cha	Exp.
16	14	16	12	10	8	
+3	+2	+3	+0	+0	-1	
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

_____	_____
_____	_____
Healing Potion(s): ____	+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.