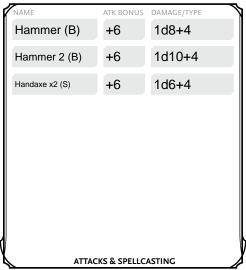


HIT DICE



DEATH SAVES

To me, a tavern brawl is a nice way to get to know a new city.

PERSONALITY TRAITS

Freedom. The sea is freedom the freedom to go anywhere and do anything.

IDEALS

I'm loyal to my captain first, everything else is second

BONDS

Once I start drinking, it's hard for me to stop.

FLAWS

Protection Fighting Style Second Wind Action Surge (1)

9

PASSIVE WISDOM (PERCEPTION)

SKILLS

All Armor and Shields Simple and Martial Weapons Navigator's tools Vehicles (water)

OTHER PROFICIENCIES & LANGUAGES

Explorer's Pack
Chain Mail
Shield
A belaying pin
(club), 50 ft of silk
rope, a lucky
kobold's foot, a
set of common
clothes

FEATURES & TRAITS

