

Boris V

Player: John

Monk 2

Small, Duskwalker, Halfling, Humanoid

Ancestry: Halfling Duskwalker (Duskwalker)

Background: Prisoner

Deity: Pharasma

Speed: 25 ft.

Languages: Common, Halfling

| Hit Points | Hero Points |
|------------|-------------|
| 28 | 3 1 |

| Str | Dex | Con | Int | Wis | Cha | |
|-----|-----|-----|-----|-----|-----|--|
| +2 | +4 | +1 | +0 | +1 | +1 | +2 Str +4 Dex +1 Con +0 Int +1 Wis +1 Cha |

☐ PERCEPTION **+5_T*** = +4 Base +1 Wis +0 Misc

☐ FORTITUDE **+7_E** = +6 Base +1 Con +0 Misc

☐ REFLEX **+10_E** = +6 Base +4 Dex +0 Misc

☐ WILL **+7_E** = +6 Base +1 Wis +0 Misc

☐ AC **20_E*** = +16 Base +4 Dex +0 Misc

Defenses

Perception (Keen Eyes): +2 circumstance bonus to Seek to find hidden or undetected creatures in 30'.

Armor Class (Wooden shield): +2 with shield raised

Armor Class (Buckler): +1 with shield raised

Buckler

AC: +1, Max Dex: —, Armor Check: —, Speed: —

Explorer's clothing (Expert)

AC: +0, Max Dex: +5, Armor Check: —, Speed: —

Traits: comfort

Unarmored defense (Expert)

AC: +0, Max Dex: —, Armor Check: —, Speed: —

Wooden shield

AC: +2, Max Dex: —, Armor Check: —, Speed: —

Activated Abilities & Adjustments

Wolf Stance

Dagger (Trained)

Melee: **+8/+4/+0** (1d4+2 P, Crit ×2)

Ranged (10 ft.) : **+8/+4/+0** (1d4+2 P, Crit ×2)

Traits: versatile S, thrown 10 ft., agile, finesse

Fist (Trained)

Melee: **+8/+4/+0** (1d6+2 B, Crit ×2)

Traits: nonlethal, agile, finesse, unarmed

Hand crossbow (Trained)

Ranged (60 ft.) : **+8/+3/-2** (1d6 P, Crit ×2)

Reload: 1

Shield bash (Untrained)

Melee: **+2/-3/-8** (1d4+2 B, Crit ×2)



Skills

| | | |
|--------------------------|-----------------------|---------------------------------------|
| <input type="checkbox"/> | +8_T | Acrobatics _{Dex} |
| <input type="checkbox"/> | +0_U | Arcana _{Int} |
| <input type="checkbox"/> | +6_T | Athletics _{Str} |
| <input type="checkbox"/> | +0_U | Crafting _{Int} |
| <input type="checkbox"/> | +5_T | Deception _{Cha} |
| <input type="checkbox"/> | +1_U | Diplomacy _{Cha} |
| <input type="checkbox"/> | +1_U | Intimidation _{Cha} |
| <input type="checkbox"/> | +5_T | Medicine _{Wis} |
| <input type="checkbox"/> | +1_U | Nature _{Wis} |
| <input type="checkbox"/> | +0_U | Occultism _{Int} |
| <input type="checkbox"/> | +1_U | Performance _{Cha} |
| <input type="checkbox"/> | +1_U | Religion _{Wis} |
| <input type="checkbox"/> | +0_U | Society _{Int} |
| <input type="checkbox"/> | +8_T | Stealth _{Dex} |
| <input type="checkbox"/> | +1_U | Survival _{Wis} |
| <input type="checkbox"/> | +4_U | Thievery _{Dex} |
| <input type="checkbox"/> | +4_T | Underworld Lore _{Int} |

Shield bash (Untrained)

Melee: **+2/-3/-8** (1d4+2 B, Crit ×2)

Weapon Proficiencies

Trained: All Simple Weapons, All Unarmed Attacks

Armor Proficiencies

Expert: Unarmored Defense

Sling (Trained)

Ranged (50 ft.) : **+8/+3/-2** (1d6+1 B, Crit ×2)

Reload: 1; Traits: propulsive

Throwing Knife (Trained)

Melee: **+8/+4/+0** (1d4+2 P +as per dagger, thrown 20', -2 if used in melee, deadly replaces versatile, Crit ×2 +1d4 P)

Ranged (): **+8/+4/+0** (1d4+2 P +as per dagger, thrown 20', -2 if used in melee, deadly replaces versatile, Crit ×2 +1d4 P)

Traits: thrown feet, deadly d4, agile, finesse

Wolf Jaw (Trained)

Melee: **+8/+4/+0** (1d8+2 P, Crit ×2)

Traits: backstabber, nonlethal, agile, finesse, unarmed

Special Abilities

Darkvision

See in darkness and dim light.

Flurry of Blows

Make two unarmed Strikes, combining dmg if vs. same target.

Keen Eyes

+2 circ to Seek hidden or undetected creatures in 30'; DC 3 to target concealed or DC 9 for hidden.

Low-Light Vision

See in dim light as if it were normal light.

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.

Feats

Gravesight [Ancestry Feats Selection]

Gain darkvision.

Dancing Leaf [Class Feats Selection]

Increase Leap, High Jump or Long Jump distance by 5', ignore falling distance when next to a wall.

Wolf Stance [Class Feats Selection]

Stance: Make wolf jaw Strikes, gain the trip trait if flanking.

Titan Wrestler [Skill Feats Selection]

Disarm, Grapple, Reposition, Shove, or Trip creatures up to two sizes larger than you.

Experienced Smuggler

Die roll for Stealth to conceal small items is higher of number rolled or 10.

Tracked Resources

| | |
|------------------|---|
| Bolts | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Caltrops | <input type="checkbox"/> |
| Dagger | <input type="checkbox"/> |
| Dart | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Rations (1 week) | <input type="checkbox"/> |
| Sling bullets | <input type="text" value="20"/> |

Gear (Encum: 7 bulk, Over: 12 bulk)

Total Bulk Carried: 3.6, Unencumbered

| | |
|--------------------------------|-----|
| Backpack <Holds: 65 @ 0.4 blk> | L |
| Bedroll <In: Backpack> | L |
| Bolts x10 | L |
| Buckler | L |
| Caltrops | L |
| Chalk x10 <In: Backpack> | - |
| Dagger | L |
| Dart x5 | 0.5 |
| Explorer's clothing | L |

Experience & Wealth

Career Experience Points: **1,700** (700/1,000 to 3rd)

Current Cash: **6 gp, 2 sp**

Gear

| | |
|---------------------------------|-----|
| Flint and steel <In: Backpack> | - |
| Hand crossbow | L |
| Healer's toolkit | 1 |
| Money | - |
| Rations (1 week) <In: Backpack> | L |
| Rope (foot) x50 <In: Backpack> | L |
| Sling | L |
| Sling bullets x20 | 0.2 |
| Soap <In: Backpack> | - |
| Throwing Knife | L |
| Waterskin <In: Backpack> | L |
| Wooden shield | 1 |

Personal Details

Age: 35; **Height:** 2' 6"; **Weight:** 25 lb.; **Eyes:** grey; **Hair:** grey; **Skin:** greyish

Boris "manifested" in a small halfling village as a teenager. Nobody had ever heard of, let alone seen, a "duskwalker" before. Some villagers tried to take him in and teach him their ways but most feared and shunned him. It wasn't long before he left of his own accord, to spare those few who embraced him from themselves being cast out. He went to the big city, fell in with rogues and ruffians, and eventually landed in prison.

Boris's jailhouse combativeness and tendency to get tossed in the hole saved him when one day a pack of ghouls burrowed into the main cell block and ate all his friends. And his enemies, and the guards too - luckily an overstuffed ghoul puked out the key right into his solitary cell and he could make his escape.

After that, Boris found Pharasma. He's always been up for trashing some bozos and taking their stuff, but now he's also inspired to hunt the foul undead. And to learn more about the mysteries of death and life, where he fits in, whatever. (He doesn't know how, but somehow Boris always knew his name was supposed to be "Boris", and that he is the 5th of...something. He's still never met another of his kind.)

Boris has pretty much always been a good brawler. Somehow he just always knew the moves. He's spent way more time being ganged up on than being part of a team. The one exception is his time working as a hired fist for the thieves. He can't pick a lock to save himself. But he was sneaky enough to keep up with a crew, watch their backs, and beat up anybody who interfered. He's hard to hit and has no qualms about slipping into the dangerous side of a flank when needed to get the job done. And he's got some healing skills in a pinch.

Dancing Leaf (Class, Feat, Monk)

Traits: Monk

You are as light as a leaf on the breeze. When you Leap or succeed at a High Jump or Long Jump, increase the distance you jump by 5 feet. When calculating the damage you take from falling, don't count any distance fallen while you are adjacent to a wall.

Appears In: Core Rulebook

Experienced Smuggler (Background Selection, Feat)

Traits: General, Skill

Prerequisites trained in Stealth

You often smuggle things past the authorities. When the GM rolls your Stealth check to see if a passive observer notices a small item you've concealed, the GM uses the number rolled or 10—whichever is higher—as the result of your die roll, adding it to your Stealth modifier to determine your Stealth check result. If you're a master in Stealth, the GM uses the number rolled or 15, and if you're legendary in Stealth, you automatically succeed at hiding a small concealed item from passive observers. This provides no benefits when a creature attempts a Perception check while actively searching you for hidden items.

Titan Wrestler (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Athletics

You can attempt to Disarm, Grapple, Reposition, Shove, or Trip creatures up to two sizes larger than you, or up to three sizes larger than you if you're legendary in Athletics.

Wolf Stance (Class, Feat, Monk)

Traits: Monk, Stance

[1 action]

Requirements You are unarmored.

You enter the stance of a wolf, low to the ground with your hands held like fangs. You can make wolf jaw unarmed attacks. These deal 1d8 piercing damage; are in the brawling group; and have the agile, backstabber, finesse, nonlethal, and unarmed traits.

If you're flanking a target while in Wolf Stance, your wolf jaw unarmed attacks also gain the trip trait.

Appears In: Core Rulebook

Darkvision (Ancestry Feats Selection)

A monster with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-rank *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Flurry of Blows (Class, Monk)

Traits: Flourish, Monk

[1 action]

Make two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. As a flourish ability, you can use Flurry of Blows only once per turn.

Appears In: Core Rulebook

Keen Eyes (Halfling, Race)

Your eyes are sharp, allowing you to make out small details about concealed or even invisible creatures that others might miss. You gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. When you target an opponent that is concealed from you or hidden from you, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Appears In: Core Rulebook

Low-Light Vision (Ancestry Heritage Selection)

The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

Requirements You're wearing or holding a healer's toolkit (page 288).

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat it for a total of 1 hour, double the Hit Points it regains from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points and loses the wounded condition.

Success The target regains 2d8 Hit Points, and loses the wounded condition.

Critical Failure The target takes 1d8 damage.

Weapons

Bolts

Shorter than traditional arrows but similar in construction, bolts are the ammunition used by crossbows.

Appears In: Core Rulebook

Dagger

This small, bladed weapon is held in one hand and used to stab a creature in close combat. It can also be thrown.

Appears In: Core Rulebook

Weapons

Dart

Notes: using darts as placeholder for extra throwing knives since both light bulk...

This thrown weapon is larger than an arrow but shorter than a javelin. It typically has a short shaft of wood ending in a metal tip and is sometimes stabilized by feathers or fur.

Supplemental Notes

Notes using darts as placeholder for extra throwing knives since both light bulk...

Appears In: Core Rulebook

Sling bullets

These are small metal balls, typically either iron or lead, designed to be used as ammunition in slings.

Appears In: Core Rulebook

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Appears In: Core Rulebook

Backstabber

When you hit an off-guard creature, this weapon deals 1 precision damage in addition to its normal damage. The precision damage increases to 2 if the weapon is a *+3 weapon*.

Appears In: Core Rulebook

Deadly d4

On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking rune* and three dice if the weapon has a *major striking rune*. For instance, a rapier with a *greater striking rune* deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Appears In: Core Rulebook

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

Appears In: Core Rulebook

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Appears In: Core Rulebook

Propulsive

You add half your Strength modifier (if positive) to damage rolls with a propulsive ranged weapon. If you have a negative Strength modifier, you add your full Strength modifier instead.

Appears In: Core Rulebook

Weapon Traits

Thrown 10 ft.

You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Appears In: Core Rulebook

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though has a weapon group and might have weapon traits. An unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Appears In: Core Rulebook

Versatile S

A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a piercing weapon with versatile S can deal piercing or slashing damage. You choose the damage type each time you attack.

Appears In: Core Rulebook

Armor

Buckler

This very small shield is a favorite of duelists and quick, lightly armored warriors. It's typically made of steel and strapped to your forearm. You can Raise a Shield with your buckler as long as you have that hand free or are holding a light object that's not a weapon in that hand.

Appears In: Core Rulebook

Wooden shield

Though they come in a variety of shapes and sizes, the protection offered by wooden shields comes from the stoutness of their materials. While wooden shields are less expensive than steel shields, they break more easily.

Appears In: Core Rulebook

Gear

Caltrops

These four-pronged metal spikes can damage a creature's feet. You can scatter caltrops in an empty square adjacent to you with an Interact action. The first creature that moves into that square must succeed at a DC 14 Acrobatics check or take 1d4 piercing damage and 1 persistent bleed damage. A creature taking persistent bleed damage from caltrops takes a –5-foot penalty to its Speed. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding. Once a creature takes damage from caltrops, enough are ruined that other creatures moving into the square are safe. Deployed caltrops can be salvaged and reused if no creatures took damage from them. Otherwise, enough are ruined that they can't be salvaged.

Appears In: Core Rulebook

Gear

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Appears In: Core Rulebook

Rations (1 week)

Appears In: Core Rulebook

2023-08-26: Party forms. Fought robbers in Port Black - Boris V

Date (game world): 08/26/2023; **Date (real world):** 09/02/2023, 4:27 pm **XP Reward:** 180 XP; **Net Cash:** 1 gp, -3 cp

Met party, repelled orcs at sea, lost 3 cp gambling in Port Black, took a gp off some robbers (plus 6x throwing knives)
Looking to find crazy Nigel at the brig before he gets executed

2023-10-14: Jailbreak in Far Port. Battle w/ rat king - Boris V

Date (game world): 10/14/2023; **Date (real world):** 01/20/2024, 10:36 am **XP Reward:** 200 XP; **Net Cash:**

broke Jux and Nigel out of Far Port fail, met elves and defeated rat king for them
picked up a hand crossbow

2023-11-18: Battle w/ boar-riding orc. Rescued some merchants. - Boris V

Date (game world): 11/18/2023; **Date (real world):** 01/20/2024, 10:40 am **XP Reward:** 160 XP; **Net Cash:**

Set off to foil Grope's plans to poison the town, hard fight w/ orc on a boar, rescued human merchants
Still need to divide gold, etc.

2024-01-20: Spider-riding goblins and rust monsters - Boris V

Date (game world): 2024-01-20; **Date (real world):** 02/15/2024, 10:21 pm **XP Reward:** 210 XP; **Net Cash:**

Boris did some shoving and bluffing at height - got ruby key without raising alarm. Party fought rust monsters in tunnel.
Boris and Jux squared off.

2024-02-17: Rescuing Willow and fighting spiders - Boris V

Date (game world): 2024-02-17; **Date (real world):** 03/22/2024, 2:32 pm **XP Reward:** 200 XP; **Net Cash:**

Fight w/ guardian spider on tower: 60 XP + 80 XP bonus for roasting the spider
Fight w/ rat guards at poison factory: 60 XP

2024-03-22: Trashed rat-mage in chem lab; freed "volunteers" - Boris V

Date (game world): 2024-03-22; **Date (real world):** 03/23/2024, 11:59 am **XP Reward:** 200 XP; **Net Cash:**

Rat-mage plus giant rats: 180 XP; Tricking goblins and rats into fighting each other: 20 XP

2024-05-11: Defeated Grope, shut down poison factory - Boris V

Date (game world): 2024-05-11; **Date (real world):** 06/08/2024, 9:09 am **XP Reward:** 260 XP; **Net Cash:**

2024-06-08: Met a devil in a crypt - Boris V

Date (game world): 2024-06-08; **Date (real world):** 08/04/2024, 4:52 pm **XP Reward:** 0 XP; **Net Cash:** -1 gp

Learned a bunch of lore but no XP :-(. Geared up to go lift siege of Forest Edge Fort/Inn. Bought wooden shield for 1 gp.

2024-08-24: Battle for Leja Island part 1 - Boris V

Date (game world): 2024-08-24; **Date (real world):** 11/08/2024, 11:24 pm **XP Reward:** 50 XP; **Net Cash:**

2024-09-21: Battle for Leja Island part 2 - Boris V

Date (game world): 2024-09-21; **Date (real world):** 11/08/2024, 11:27 pm **XP Reward:** 240 XP; **Net Cash:**

210 for everyone in church battle, 30 for Boris guiding suicide rat to bridge