varun bakerfield

2500 x 3235

⟷ ↕

Image Dummy

Varun Bakerfield

older adult Human
Chaotic Neutral
Level 8 Rogue Mastermind

Pronouns -

he/him

Occupations -

Thieve's Guild Boss

Armor Class -

10

Hit Points -

46 (TODO Hitdice)

Speed -

30.

STR

19 (+5)

DEX

10 (+0)

CON

15 (+3)

INT

16 (+3)

WIS

16 (+3)

CHA

18 (+4)

Saving Throws -

Skills -

{"Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand"}, {"Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater"}, {"Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash"}, {"Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}, {"Evasion"=>"When you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail"}]}
{"Mastermind Abilities"=>[{"Master of Intrigue"=>"you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice. Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language."}, {"Master of Tactics"=>"you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you"}]}

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Thieve's Cant Undercommon

Adjectives -

Street-Smart, Vicious, Unrelenting,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

The Bakerfield Family

Role:

2500 x 3235

⟷ ↕

Image Dummy

Roleplaying

Introduction

Either through introduction from one of his lieutenants, by infiltrating his manor, or by committing a big enough crime

Appearance

Broad shoulders, no neck. Big, powerful. Huge hands. Acne scars, dark, thinning hair, olive skin

Expressions

You may bow to the queen, but I run these streets

I know what it's like to be poor and hungry. Rich is better.

Mannerisms

Constantly looking to physically dominate those in his presence. iron like handshakes, hard slaps on the back, etc

Motivations

Amassing wealth to validate his intellect to the city's elite and getting out of his deal with the Lich Ryxiltan

Passions

Varun collects rare art, books and other symbols of culture and locks them away simply so aristocrats can't use them

Secrets

Varun is one of very few who know that the Bakerfield family is now run by a Lich who lives across the continent using the family's resources to further his quest to become a god. Varun also knows where all of the bodies are buried (metaphorically because he has his finger on the pulse of the city, and literally because he put a lot of the bodies there.)

Varun Bakerfield

older adult Human
Chaotic Neutral
Level 8 Rogue Mastermind

Pronouns -

he/him

Occupations -

Thieve's Guild Boss

Armor Class -

10

Hit Points -

46 (TODO Hitdice)

Speed -

30.

STR

19 (+5)

DEX

10 (+0)

CON

15 (+3)

INT

16 (+3)

WIS

16 (+3)

CHA

18 (+4)

Saving Throws -

Skills -

{"Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand"}, {"Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater"}, {"Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash"}, {"Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}, {"Evasion"=>"When you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail"}]}
{"Mastermind Abilities"=>[{"Master of Intrigue"=>"you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice. Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language."}, {"Master of Tactics"=>"you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you"}]}

Proficiencies -

Languages -

Common Thieve's Cant Undercommon

Adjectives -

Street-Smart, Vicious, Unrelenting,

Special Abilities

-

-

-

Special Equipment

-

Combat Tactics

Usually has his lackeys do his fighting for him, but he's not afraid to get his hands or his club dirty from time to time

Actions

-

Factions

The Bakerfield Family

Role:

Roleplaying

Introduction

Either through introduction from one of his lieutenants, by infiltrating his manor, or by committing a big enough crime

Appearance

Broad shoulders, no neck. Big, powerful. Huge hands. Acne scars, dark, thinning hair, olive skin

Expressions

You may bow to the queen, but I run these streets

I know what it's like to be poor and hungry. Rich is better.

Mannerisms

Constantly looking to physically dominate those in his presence. iron like handshakes, hard slaps on the back, etc

Motivations

Amassing wealth to validate his intellect to the city's elite and getting out of his deal with the Lich Ryxiltan

Passions

Varun collects rare art, books and other symbols of culture and locks them away simply so aristocrats can't use them

Secrets

Varun is one of very few who know that the Bakerfield family is now run by a Lich who lives across the continent using the family's resources to further his quest to become a god. Varun also knows where all of the bodies are buried (metaphorically because he has his finger on the pulse of the city, and literally because he put a lot of the bodies there.)

Background Story

Varun Bakerfield developed his dog-eat-dog attitude growing up on the streets of Underboot [or another slum in a major city] in the shadows of the cosmopolitan city of Invasaad [or another major, advanced city.] To this day, he despises those born with a silver spoon in their mouths and the culture that they enjoy. Supremely confident, he believes that what he lacks in book learning, he more than makes up for in raw intellect and street- smarts. Furthermore, he knows that if he

can't win an argument with words, he can settle one with his fists, or his club "Widowmaker" just as easily. As a natural leader, people have always naturally been drawn to him. It is this natural charisma combined with utter ruthlessness that allowed Varun to rise through the ranks of the criminal underworld until he was ready to start his own thieves guild, the Bakerfield Family. From there, he waged a war on the other guilds, winning turf wars with violence and cunning until he and his guild were the only street level gang standing. During his rise, to help assure victory, Varun made a deal with a Lich named Ryxiltan. In exchange for a large portion of his guild's earnings, Ryxiltan used his magic to permanently increase Varun's strength and leadership presence going as far as giving him the ability to bend weak-minded criminals to his will whenever he pleased. Being the servant of a powerful Lich is no easy task. Despite his success, Varun regrets the deal he made and is looking for ways to get himself out of it.