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Captain Doomsmith Stumptooth

**2500 x 3235**  
↔ ↕

Image Dummy

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Captain Doomsmith Stumptooth

## Captain Doomsmith Stumptooth

**middle aged adult Half-Orc**

**Chaotic Neutral**

**Level 10 Rogue Swashbuckler**

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### Pronouns -

he/him

### Occupations -

Pirate

**Armor Class -**

14

**Hit Points -**

76 (TODO Hitdice)

**Speed -**

30.

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**STR**

18 (+4)

**DEX**

15 (+3)

**CON**

16 (+3)

**INT**

9 (0)

**WIS**

10 (+0)

**CHA**

17 (+4)

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**Saving Throws -**

**Skills -**

{ "Half-Orc Abilities"=>[{"Darkvision"=>"Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray.", "Menacing"=>"gain proficiency in the Intimidation skill", "Relentless Endurance"=>"When reduced to 0 Hit Points but not killed outright, can drop to 1 hit point instead. Can't use this feature again until you finish a Long Rest.", "Savage Attack"=>"When he scores a critical hit with a melee weapon Attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit."}], "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 subjected to an Effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails"}], "Swashbuckler Abilities"=>[{"Fancy Footwork"=>"During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn", "Rakish Audacity"=>"can give yourself a bonus to your initiative rolls equal to your Charisma modifier. You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.", "Panache"=>"As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language. If you

succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart. If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it."}}}

**Proficiencies -**

**Proficiency Mod -**

+4

**Languages -**

Common Orcish Thieve's Cant

**Adjectives -**

Bloodthirsty, Deranged, Deceiptful,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**The Skurge's Crew**

Role:

**Possibly a Thieve's Guild**

Role: *Captain*

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**2500 x 3235**

A diagram showing two arrows. The first arrow is horizontal and points from the left to the right, positioned under the number 2500. The second arrow is vertical and points from the top to the bottom, positioned under the number 3235.

# Image Dummy

## Roleplaying

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### Introduction

A ship crashes out of the fog into the side of your boat, A large Half-Orc at the helm shouting "Prepare to Board!"

### Appearance

A Massive Figure dressed in leathers and pirate robes with a big captain's hat with feathers and one long tusk protruding

### Expressions

*Prepare to be boarded*

*Well what kind of treats have we here mateys?*

*Feed them to the sharks!*

### Mannerisms

He walks with a flourish like he's imitating Errol Flynn with a peg leg, even though he doesn't have a peg leg

Motivations

Booty and violence for the sake of booty and violence

Passions

Pirate history. He's a fanboy for famous the pirates that came before him and really wants to be them

Secrets

His real name is Wendell Smitty and he was born in a wealthy suburb

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Languages -

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Adjectives -

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Special Abilities

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Special Equipment

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## Combat Tactics

Sneak Attacks when possible, but will go headlong into melee if forced

## Actions

-

## Factions

### The Skurge's Crew

Role:

### Possibly a Thieve's Guild

Role: *Captain*

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**Background Story**

Growing up in a wealthy port-side community, Doomsmith heard many stories about the audacious raids of local pirates. He thus became fascinated with pirates at an early age. His parents paid for yachting lessons for him and encouraged hobby and role playing. When his parents died in a tragic carriage accident, Doomsmith cracked, stole a ship, renamed it "The Skurge" and headed out to sea. He used what was left of his parents' monies to recruit a loyal crew and head off to emulate his childhood hero's. In the time since, he has developed a reputation for ruthlessness if not necessarily efficiency. He is definitely not fond of anyone calling his bluff.