

Saving Throws - Saving Throws - Skills -

{ "Warforged Traits" => [{"Constructed Resilience" => "Advantage on saving throws against being poisoned and has resistance to poison damage", "Doesn't need to eat, drink or breathe", "Immune to disease", "Doesn't need sleep and cannot be magically put to sleep"}], "Sentry Rest" => "Long rest requires 6 hours in a motionless state, appearing inert, but can still see and hear as normal", "Specialized Design" => "Proficient in Stealth and Thieve's Tools", "Integrated Protection" => [{"Description" => "Each time he finishes a long rest, can choose one mode to adopt from the integrated protection table", "Darkwood Core" => "AC = 11 + Dexterity + Proficiency Bonus", "Composite Plating" => "AC = 13 + Dexterity (Max 2) + Proficiency Bonus", "Heavy Plating" => "AC = 16 + Proficiency Bonus, Disadvantage on Stealth checks"}], "Skirmisher Traits" => [{"Swift" => "Walking speed increases by 5 feet", "Light Step" => "When traveling alone for more than an hour, can move stealthily at normal pace"}], "Monk Abilities" => [{"Unarmored Defense" => "When not wearing armor Ac = 10 + Dexterity + Wisdom", "Martial Arts" => "Can use Dexterity instead of Strength for the attack and damage rolls for unarmed strikes and monk weapons", "Can roll a d10 in place of normal damage for unarmed strikes and monk weapons", "When using an attack action with an unarmed strike or monk weapon, can make an unarmed strike as a bonus action"}], "Ki" => [{"Ki Points" => 17, "Ki DC" => 20}], "Flurry of Blows" => "Immediately after

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Proficiencies -

Proficiency Mod - +6

Languages - All

Adjectives - Reserved, Deft, Level,

Special Abilities -

Special Equipment -

ROLEPLAYING

Introduction

The lean, multi-metallic colored Warforged rushes into the room. /"Message for you, it's from my boss, The Phantom/"

Appearance

Tall and thin, constructed of various types and colors of metal. They wear the remanents of a gold-trimmed monk's habit

Expressions

A pleasure to make your acquaintance

Message for you, sir

Mannerisms

appears entirely motionless, until he moves

Motivations

ridding the world of fiends, undead and abominations.

Passions

Atoning for his sins

Secrets

Was a tax collector for the Orzhov Syndicate but remembers nothing before that

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Combat Tactics

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Actions

Factions

The Dead Hunters

Role: Scout/Messenger

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