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karin nostradaad

2500 x 3235
↔ ↕

Image Dummy

Karin Nostradaad

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middle aged adult Human

Neutral Evil

Level 7 Pugilist Piss and Vinegar

Pronouns -

he/him

Occupations -

thieve's guild lieutenant

Armor Class -

15

Hit Points -

83 (TODO Hitdice)

Speed -

30.

STR

15 (+3)

DEX

16 (+3)

CON

19 (+5)

INT

9 (0)

WIS

11 (+1)

CHA

17 (+4)

Saving Throws -

Skills -

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Proficiencies -

Proficiency Mod -

+3

Languages -

Common {"id"=>"thieves_guild", "name"=>"Thieve's Guild"}

Adjectives -

Rough, Street-Smart, Cruel,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235

A diagram showing the dimensions 2500 x 3235. Below the first number, 2500, is a horizontal double-headed arrow. Below the second number, 3235, is a vertical double-headed arrow.

Image Dummy

Roleplaying

Introduction

If you owe enough money to the Bakerfield family, he'll find you with his thugs.

Appearance

Muscle-bound with scars across his face and upper body. Pale skin, blond hair, naturally cruel eyes

Expressions

save your energy. it's a long crawl home with two broken legs

let the others do the thinking. i have other talents

Mannerisms

pounds his fist on tables, his palm, and faces

Motivations

Take revenge on the family that turned his back on him in his youth

Passions

Bare-knuckle fighting, just being mean

Secrets

He's been skimming off the top of his district's income for years. Nobody believes he would be smart enough to do this

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Proficiencies -

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Common { "id"=>"thieves_guild", "name"=>"Thieve's Guild" }

Adjectives -

Rough, Street-Smart, Cruel,

Special Abilities

-
-

Special Equipment

-

Combat Tactics

Karin is a brawler who generally charges straight ahead relying on his superior fighting ability to inflict maximum damage to opponents. He's not afraid to fight dirty

Actions

-

Factions

Roleplaying

Introduction

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Background Story

Karin is a lieutenant in the local thieves guild. He is responsible for the neighbourhoods on the north, central part of the city and he gleefully squeezes every last copper piece out of the people that live there. He is not the smartest of the Lieutenants, but he is the most sadistic. Causing pain and suffering is not merely a means to an end with Karin, it is a source of pleasure. Missing a protection payment will have merchants on the wrong end of a savage beating at the hands of this smiling giant. Karin grew up in a modest middle class family until they were murdered in cold blood when he was 10 years old. His mother was an only child and her parents died when Karin was still very young. His father was estranged from his family and they refused to take Karin in. He found himself living on the streets begging for food until the Thieve's Guild took him on as a petty thief. As he grew up, his muscles grew out. As did his temper and his taste for blood and tears. Aside from running his district, when the Guild needs someone to deliver a particularly brutal beating or physical intimidation, Karin is likely to get the call.