

500 x 3235

ge Dummy

The Hooded Man

THE HOODED MAN

Unknown Reborn Level 15 Fighter Battle Master

Pronouns - he/him Occupations - Hooded Man **Armor Class - 18**

Hit Points - 205 (TODO Hitdice) **Speed -** 30.

INT WIS 25 19 20 10 5 (-2) 9 (0) (8+)(+5)(+5)(+0)

Saving Throws -Skills -

{"Fighter Abilities"=>[{"Fighting Style"=>"Two-Weapon Fighting"}, {"Second Wind"=>"Bonus Action to regain 1d10 + Fighter Level"}, {"Action Surge"=>"Once every short/long rest can take an extra action"}, {"Extra Attack"=>"Can attack twice each turn"}, {"Indomitable"=>"Can reroll 1 saving throw per long rest"}]}

{"Battle Master Abilities"=>[{"Combat Superiority"=>[{"Maneuvers"=>"Ambush, Brace, Menacing Attack, Pushing Attack, Sweeping Attack, Trip Attack"}, {"Superiority

Dice"=>6}, {"Maneuver DC"=>18}]}, {"Student of War"=>"Smith's Tools"}, {"Know Your Enemy"=>"DM tells you if someone you have observed for 1 minute outside of combat is your equal"}, {"Improves Superiority"=>"Superiority are d10s"}, {"Relentless"=>"Regain superiority dice on initiative"}]}

Abilities"=>[{"Faded {"Reborn Memories"=>"Has no memory of his previous life other than his love for Anastasia Dumas"}, {"Darkvision"=>"can see in dim light within 60ft."}, {"Deathless Nature"=>["Advantage on saving throws against disease and being poisoned and resistance to poison damage", "Advantage on Death saving throws", "Doesn't need to eat, drink or breathe", "Doesn't need to sleep and uneffected by sleep magic. Long rest only takes 4 hours as long as inactive. Retains consciousness during long rest"]}, {"Knowledge from a Past Life"=>"When making a an ability check that uses a skill, roll a d6 and add it to the check roll. Can use this

a number of times equal to proficiency bonus

each long rest"}]} **Proficiencies** -Proficiency Mod - +5

Languages - Infernal Abyssal Adjectives - Mysterious, Silent, Cunning,

Special Abilities

2500 x 323 Image Dun

ROLEPLAYING

Introduction

The large, dark, hooded figure steps out of the shadows blade drawn and strikes!

Appearance

A massive brute of a humanoid covered head to toe in a black robe with a hood entirely covering its head

Expressions

Re re re revenge!

Mannerisms

Slow lumbering gate

Motivations

Whatever he's told to do

Passions

His wife

MAN Unknown Reborn Neutral

THE HOODED

Level 15 Fighter Battle Master

Pronouns - he/him Occupations -Hooded Man **Armor Class - 18** Hit Points -205 (TODO Hitdice) **Speed -** 30.

STR DEX CON INT WIS 25 19 20 5 (+8)(+5)(+5)(-2) (0)

10 (+0)

Saving Throws -Saving Throws -Skills -

{"Fighter Abilities"=> [{"Fighting Style"=>"Two-Weapon Fighting"}, {"Second Wind"=>"Bonus Action to regain 1d10 + Fighter Level"}, {"Action Surge"=>"Once every short/long rest can take an extra action"}, {"Extra Attack"=>"Can attack twice each turn"}, {"Indomitable"=>"Can reroll 1 saving throw per long rest"}]} {"Battle Master

Abilities"=>[{"Combat

Superiority"=> [{"Maneuvers"=>"Ambush, Brace, Menacing Attack, Pushing Attack, Sweeping Attack, Trip Attack"}, {"Superiority Dice"=>6}, {"Maneuver DC"=>18}]}, {"Student War"=>"Smith's Tools"}, {"Know Enemy"=>"DM tells you if someone you have observed for 1 minute outside of combat is your equal"}, {"Improves Superiority"=>"Superiority are d10s"}, {"Relentless"=>"Regain superiority dice on

initiative"}]} Abilities"=> {"Reborn [{"Faded

Memories"=>"Has memory of his previous life other than his love for Anastasia Dumas"}, {"Darkvision"=>"can see in dim light within 60ft."}, {"Deathless Nature"=> ["Advantage on saving throws against disease and being poisoned and resistance to poison damage", "Advantage on Death saving throws", "Doesn't need to eat, drink or breathe". "Doesn't need to sleep and uneffected by sleep magic. Long rest only takes 4 hours as long as inactive. Retains

consciousness during long

rest"]}, {"Knowledge from

a Past Life"=>"When

making a an ability check

ROLEP

Introduc

The hooded fig of the s drawn and

Appeara

A mas humanoid to toe in a a hood er its head

Expressi

Re revenge!

Manneri

Slow lu

Motivati Whate

do **Passions**

Secrets

He is. murdered Dumas Dumas, ref of half-life patron de Anastasia

Special Equipment

Combat Tactics

He will try to take his quarry by surprise and uses his Misty Step ability to remain hidden and move behind opponenets

Actions

Factions

Dumas Family Role: *Guardian/Thug*

Secrets

He is, in fact, the murdered patriarch of the Dumas family, Saul Dumas, returned to a sort of half-life by the family's patron devil to protect Anastasia that uses a skill, roll a d6 and add it to the check roll. Can use this a number of times equal to proficiency bonus each long rest"}]} Proficiencies -

Languages -Infernal Abyssal Adjectives -Mysterious, Cunning,

Silent,

Special Abilities

Special Equipment

Combat Tactics

He will try to take his quarry by surprise and uses his Misty Step ability to remain hidden and move behind opponenets

Actions

Factions

Dumas Family Role: *Guardian/Thug*