

[Previous](#)[Next](#)

yoloff denton

2500 x 3235
↔ ↕

Image Dummy

Yoloff Denton

Yoloff Denton

older adult Dwarf

Neutral Good

Level 7 Fighter Battle Master

Pronouns -

he/him

Occupations -

City Watch

Armor Class -

16

Hit Points -

87 (TODO Hitdice)

Speed -

25.

STR

16 (+3)

DEX

14 (+2)

CON

17 (+4)

INT

13 (+2)

WIS

18 (+4)

CHA

12 (+1)

Saving Throws -

Skills -

{"Dwarf Abilities"=>[{"Darkvision"=>"Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray"}, {"Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage"}, {"Tool Proficiency"=>"You gain proficiency with the artisan's tools of your choice; smith's tools, brewer's supplies, or mason's tools."}, {"Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer."}, {"Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"}]}

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

{"Battle Master Abilities"=>[{"Combat Superiority"=>[{"Maneuvers"=>"Menacing Attack, Pushing Attack, Grappling Attack"}, {"Superiority Dice"=>5}, {"Maneuver DC"=>14}]}], {"Student of War"=>"Mason's Tools"}, {"Know Your Enemy"=>"if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice - - Strength score - Dexterity score - Constitution score - Armor Class - Current hit points - Total class levels, if any - Fighter class levels, if any"}]}

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Elvish Dwarvish

Adjectives -

Tired, Experienced, Wise,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

City Watch

Role:

2500 x 3235
↔ ↕

Image Dummy

Roleplaying

Introduction

/"Move along folks, Nothing to see here"/ shouts the graying dwarf standing at the perimeter of the crime scene

Appearance

Stout and wide with a graying hair and beard. A slightly disheveled and stained City Watch uniform with a large hammer

Expressions

Just another day keeping the city safe

I'm too old for this %@#&#;

You'll learn rookie, it's just the way it goes

Mannerisms

Strokes his braided beard thoughtfully. Has a slight hand tremor

Motivations

Holding on till his retirement pension kicks in. Keeping the city safe.

Passions

Renovating his home. Training new recruits

Secrets

Takes the occasional bribe to look the other way or provide information

Yoloff Denton

older adult Dwarf
Neutral Good
Level 7 Fighter Battle Master

Pronouns -

he/him

Occupations -

City Watch

Armor Class -

16

Hit Points -

87 (TODO Hitdice)

Speed -

25.

STR

16 (+3)

DEX

14 (+2)

CON

17 (+4)

INT

13 (+2)

WIS

18 (+4)

CHA

12 (+1)

Saving Throws -

Saving Throws -

Skills -

{ "Dwarf Abilities"=>[{ "Darkvision"=>"Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray"}, { "Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage"}, { "Tool Proficiency"=>"You gain proficiency with the artisan's tools of your choice; smith's tools, brewer's supplies, or mason's tools."}, { "Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer."}, { "Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"]}] }

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

{ "Battle Master Abilities"=>[{ "Combat Superiority"=>[{ "Maneuvers"=>"Menacing Attack, Pushing Attack, Grappling Attack"}, { "Superiority Dice"=>5}, { "Maneuver DC"=>14 }]}, { "Student of War"=>"Mason's Tools"}, { "Know Your Enemy"=>"if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice - - Strength score - Dexterity score - Constitution score - Armor Class - Current hit points - Total class levels, if any - Fighter class levels, if any"]}] }

Proficiencies -

Languages -

Common Elvish Dwarvish

Adjectives -

Tired, Experienced, Wise,

Special Abilities

-
-
-

Special Equipment

-

Combat Tactics

He's a master of combat tactics and knows various different combat maneuvers depending on the situation

Actions

-

Factions

City Watch

Role:

Roleplaying



Introduction

/"Move along folks, Nothing to see here"/ shouts the graying dwarf standing at the perimeter of the crime scene

Appearance

Stout and wide with a graying hair and beard. A slightly disheveled and stained City Watch uniform with a large hammer

Expressions

Just another day keeping the city safe

I'm too old for this %@#&

You'll learn rookie, it's just the way it goes

Mannerisms

Strokes his braided beard thoughtfully. Has a slight hand tremor

Motivations

Holding on till his retirement pension kicks in. Keeping the city safe.

Passions

Renovating his home. Training new recruits

Secrets

Takes the occasional bribe to look the other way or provide information

Background Story

Yoloff has had a long and decorated career with the watch and is just waiting for his retirement pension to kick in so he can putter around his home full time. He knows the city like the back of his hand and has pretty much seen it all. Despite his comments to the contrary, he actually enjoys and takes pride in training and keeping the rookies safe on the job. Due to his advanced age, most of his duties consist of training and crowd control on the few days that he gets away from pushing paper at his desk at Watch HQ. He's been a good watchman for a long long time, but has been known to take the odd bribe to supplement his income as long, as it's not to ignore something that will directly hurt anyone.