

500 x 3235

ge Dummy

Basil Dumas

BASIL DUMAS

Older Adult Human Lawful Evil Level 10 Civilian N/A

Pronouns - he/him Occupations - Banker **Armor Class - 16** Hit Points - 103 (TODO Hitdice) **Speed -** 50.

STR	DEX	CON	INT	WIS	CHA
19	20	18	17	12	13
(+5)	(+5)	(+4)	(+4)	(+1)	(+2)

Saving Throws -Skills -

{"Werewolf Abilities"=>[{"Keen Hearing and Smell"=>"Advantage on perception rolls that involve Hearing and Sight", Hide"=>"+2 to AC in Wolf and Half-Wolf forms.", "Lycan Immunity"=>"Immune to nonmagic or non-silver Bludgeoning, Piercing and Slashing damage in all his forms. Resistance to poison", "Heightened Prowess"=>"+1 to Strength and Dexterity saving throws in Wolf Half-Wolf", "Shapeshift"=>"Basil has mastered his curse and can shapeshift between forms at will except on the full moon, upon which he changes whether he wants to or not", "The Curse"=>"Humanoid Creatures he bites must make a constitution saving throw against DC 15 or become cursed with Lycanthrope"}]}

Proficiencies -Proficiency Mod - +4

Languages - Common Infernal Abyssal Adjectives - Brusque, Stuffy, Egocentric,

Special Abilities

Special Equipment

Combat Tactics

He attacks with feral passion

Actions

Factions

Dumas Family

Role: Financier, Venture Capitalist

2500 x 323 CHA

Image Dun

ROLEPLAYING

Introduction

\"So you'd like to borrow some money?\" Says the small, weasely, balding man behind the carved oak banker's desk

Appearance

Short, aged and scrawny with pointed weasely features. Fine bankers clothes, mostly bald with a whispy red comb-over

Expressions

\"How is your credit?\"; \"I might be able to arrange something if you'd perhaps be willing to do a favor for my family\"

Mannerisms

Adjusts his glasses, often sweaty even in colder tempuratures.

Motivations

Greed

Passions

Gold

Secrets

He is a Werewolf

BASIL DUMAS

Older Adult Human Level 10 Civilian N/A

Pronouns - he/him Occupations - Banker Armor Class - 16 Hit Points -103 (TODO Hitdice) **Speed -** 50.

STR DEX CON INT WIS 19 20 18 17 12 (+5)(+5)(+4)(+4)(+1)

(+2)

Saving Throws -Saving Throws -Skills -

{"Werewolf Abilities"=> [{"Keen Hearing and Smell"=>"Advantage on perception rolls involve Hearing and Sight", "Tough Hide"=>"+2 to AC in Wolf and Half-Wolf forms.". "Lycan Immunity"=>"Immune to non-magic or non-silver Bludgeoning, Piercing and Slashing damage in all his forms. Resistance to poison", "Heightened Prowess"=>"+1 to Strength and Dexterity saving throws in Wolf or Half-Wolf".

"Shapeshift"=>"Basil has mastered his curse and can shapeshift between forms at will except on the full moon, upon which he changes whether he wants "The to or not", Curse"=>"Humanoid Creatures he bites must make a constitution saving throw against DC 15 or become cursed with Lycanthrope"}]}

Proficiencies -

Languages -

Common Infernal Abyssal Adjectives -

Brusque, Egocentric, Stuffy

Special Abilities

Special Equipment

Combat Tactics He attacks with feral passion

Actions

Factions

Dumas Family

Role: Financier, Venture Capitalist

ROLEP

Introduct

\"So y borrow so Says the s balding ma carved oak

Appeara

Short, scrawny weasely bankers c bald with comb-over

Expressi

\"How credit?\"; be able something perhaps b do a fav family\"

Manneris

Adjusts often swe colder temi

Motivation Greed

Passions

Secrets He is a