

Karin Nostradaad

## KARIN NOSTRADAAD

Middle Aged Adult Human  
Neutral Evil  
Level 7 Pugilist Piss And Vinegar

**Pronouns** - he/him  
**Occupations** - thief's guild lieutenant  
**Armor Class** - 15  
**Hit Points** - 83 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS	CHA
15	16	19	9	11	17
(+3)	(+3)	(+5)	(0)	(+1)	(+4)

### Saving Throws - Skills -

{ "Pugilist Abilities"=> { "Fisticuffs"=> [ { "Description"=>"your years of fighting in back alleys and taverns have given you mastery over combat styles that use unarmed strikes and pugilist weapons, which are simple melee weapons without the two-handed property, whips, and improvised weapons. You may not use the finesse property of a weapon while using it as a pugilist weapon. You gain the following benefits while you are unarmed or using only pugilist weapons and you are wearing light or no armor and not using a shield -", "Additional Informaiton"=>["You can roll a d8 in place of the normal damage of your unarmed strike or pugilist weapon. This die changes as you gain pugilist levels, as shown in the Fisticuffs column on the Pugilist table.", "When you use the Attack action with an unarmed strike or a pugilist weapon on your turn, you can make one unarmed strike or grapple as a bonus action."], "Iron Chin"=>"you can use Constitution instead of Dexterity to determine your armor class when you are wearing light or no armor and are not using a shield.", "Moxie"=> [ { "Description"=>"Moxie Points - 4. your experience laying the beatdown on others has given you a moxie you can channel in the midst of battle. This swagger is represented by a number of moxie points. Your pugilist level determines the maximum number of points you have, as shown in the Moxie Points column of the Pugilist table. You can spend these points to fuel various moxie features.

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2500 x 323  
↔ ↕  
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ROLEPLAYING

<b>Introduction</b>	If you owe enough money to the Bakerfield family, he'll find you with his thugs.
<b>Appearance</b>	Muscle-bound with scars across his face and upper body. Pale skin, blond hair, naturally cruel eyes
<b>Expressions</b>	<i>save your energy. it's a long crawl home with two broken legs</i> <i>let the others do the thinking. i have other talents</i>
<b>Mannerisms</b>	pounds his fist on tables, his palm, and faces
<b>Motivations</b>	Take revenge on the family that turned his back on him in his youth
<b>Passions</b>	Bare-knuckle fighting, just being mean
<b>Secrets</b>	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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opponent to make a saving throw, the saving DC 15", "Dirty Tricks"=> [{"Description"=>"you have a few tricks up your sleeve to even the odds when the going gets rough. You can each of these dirty tricks once and regain their use when you finish a short or long rest.", "Heelstomper"=>"When you deal damage with an unarmed attack, you attempt to slow the creature you hit. The creature must make a Dexterity saving throw. On a failure, you gain 1 moxie point (up to your maximum) and its movement speed is halved for one minute.", "Low Blow"=>"When you deal damage with an unarmed attack you can choose to hit them below the belt. The creature must make a Strength saving throw. On a failure, you gain 1 moxie point (up to your maximum) and it is knocked prone.", "Pocket Sand"=>"You can use a bonus action to attempt to blind a creature within 5 feet. The creature must make a Constitution saving throw. On a failure, you gian 1 moxie point (up to your maximum) and it is blinded until the end of its next turn"}]]}

**Proficiencies -**

**Proficiency Mod -** +3

**Languages -**

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** -

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