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The Hooded Man

**2500 x 3235**  
↔ ↕

Image Dummy

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The Hooded Man

## The Hooded Man

**Unknown Reborn**

**Neutral**

**Level 15 Fighter Battle Master**

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**Pronouns -**

he/him

**Occupations -**

Hooded Man

**Armor Class -**

18

**Hit Points -**

205 (TODO Hitdice)

**Speed -**

30.

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**STR**

25 (+8)

**DEX**

19 (+5)

**CON**

20 (+5)

**INT**

5 (-2)

**WIS**

9 (0)

**CHA**

10 (+0)

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**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"}] }  
{ "Reborn Abilities"=>[{ "Faded 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 unaffected 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,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Dumas Family**

Role: *Guardian/Thug*

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**2500 x 3235**

A diagram showing two arrows. The first arrow is horizontal and points left and right, positioned below the number 2500. The second arrow is vertical and points up and down, positioned below the number 3235.

# Image Dummy

## Roleplaying

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### 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

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

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Proficiencies -

Languages -

Infernal Abyssal

Adjectives -

Mysterious, Silent, Cunning,

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*

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# Background Story

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The Hooded Man is actually the long thought dead patriach of the Dumas Family. Only his former wife Anastasia knows who he is. Saul is only a fraction of the man he once was. He was murdered by backstabbing business partners, an event that sent Anastasia into her downward spiral. But that was all part of the family's patrons plan. In order to protect his investment while she learned to control her newfound powers, the patron returned Anastasia's husband from the dead. Saul returned as a mostly blank slate filled only with lust for revenge and the overwhelming desire to protect his former wife. Even in life, Saul was a hulk of a man, but since his return, infused with the patron's power he has become an absolute beast.