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Hugh Mann

HUGH MANN

Young Adult Human Neutral Level 3 Rogue Thief

Pronouns - he/him Occupations - Thief Armor Class - 11

Hit Points - 22 (TODO Hitdice)

Speed - 20.

STR DEX CON INT WIS CHA 12 18 9 (0) 12 9 (0) 8 (-1)

Saving Throws -Skills -

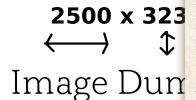
{"Kobold Traits"=>[{"Darkvision"=>"You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Grovel, Cower & Beg"=>"As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.", "Pack Tactics"=>"You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.", "Sunlight Sensitivity"=>"You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight."}]. "Roque Abilities"=>[{"Expertise"=>"Double

proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash"}], "Thief Abilities"=>[{"Fast Hands"=>"you can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to Disarm a trap or open a lock, or take the Use an Object action". "Second-Story Work"=>"you gain the ability to climb faster than normal; climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier"}]}

Proficiencies -

Proficiency Mod - +2

Languages - Common Draconic



ROLEPLAYING

Introduction

A tall, wobbly, cloaked man bumps you on your way through the crowd and clumsily tries to steal your bag

Appearance

Completely covered by a purple cloak, only the snout of a red scaly face poking out occasionally

Expressions

We... I mean I, am very happy to meet you

Please don't hurt us... I mean Me

Mannerisms

Slightly off balance

Motivations

Treasure!

HUGH MANN

Young Adult Human Neutral Level 3 Rogue Thief

Pronouns - he/him Occupations - Thief Armor Class - 11 Hit Points -22 (TODO Hitdice) Speed - 20.

STR DEX CON INT WIS 12 18 9 12 9 (+1)(+4)(0)(+1)(0)

8 (-1)

Saving Throws -Saving Throws -Skills -

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[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another "Cunning creater". Action"=>"Can tak a bonus action on each turn to Disengage Hide, Dash"}], Abilities"=>[{"Fast

Dash"}], "Thief Abilities"=>[{"Fast Hands"=>"you can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to Disarm a trap or open a lock, or take the Use an Object action", "Second-Story

ROLEPI

Introduct

cloaked ma on your wa crowd and to steal you

Appearar

Complete by a purple the snout of face processionally

occasionally **Expression**

We... am very meet vou

Please us... I mea

Manneris Slightly

Motivatio

Treasure Passions Treasure

Secrets

Hugh Makobolds state each other pretending

Adjectives - Cunning, Sneaky, Cowardly,

Special Abilities

Special Equipment

Combat Tactics

Will split into 3 and attack if seriously threatened, but only if cowering doesn't work

Actions

Factions

Kobold Clan

Role:

Passions

Treasure!

Secrets

Hugh Mann is in fact 3 kobolds stacked on top of each other in a cloak pretending to be a person

work"=>"you gain the ability to climb faster than normal; climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier"}}

Proficiencies -

Cowardly,

Languages -Common Draconic Adjectives -Cunning, Sneaky,

Special Abilities

Special Equipment

Combat Tactics

Will split into 3 and attack if seriously threatened, but only if cowering doesn't work

Actions

Factions Kobold Clan

Role: