

The Hooded Man

THE HOODED MAN

Unknown Reborn  
Neutral  
Level 15 Fighter Battle Master

**Pronouns** - he/him  
**Occupations** - Hooded Man  
**Armor Class** - 18  
**Hit Points** - 205 (TODO Hitdice)  
**Speed** - 30.

| STR  | DEX  | CON  | INT  | WIS | CHA  |
|------|------|------|------|-----|------|
| 25   | 19   | 20   | 5    | 9   | 10   |
| (+8) | (+5) | (+5) | (-2) | (0) | (+0) |

**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,

**Special Abilities**

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**CHA**  
**10**  
**(+0)**

**Saving Throws - Saving Throws - Skills -**

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2500 x 323

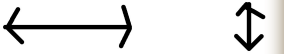


Image Dummy

ROLEPLAYING

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

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Introduction

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Motivations

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Passions

Secrets

He is, murdered Dumas, re of half-life patron de Anastasia

500 x 3235



Image Dummy

|  |  |  |
|--|--|--|
| <p><b>Special Equipment</b></p> <p>-</p>   | <p><b>Secrets</b></p> <p>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</p> | <p>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"}}}</p> <p><b>Proficiencies</b> -</p> <p>-</p>  |
| <p><b>Combat Tactics</b></p> <p>He will try to take his quarry by surprise and uses his Misty Step ability to remain hidden and move behind opponenets</p> <p><b>Actions</b></p> <p>-</p> <p><b>Factions</b></p> <p><b>Dumas Family</b><br/>Role: <i>Guardian/Thug</i></p> |  | <p><b>Languages</b> -<br/>Infernal Abyssal</p> <p><b>Adjectives</b> -<br/>Mysterious,                      Silent, Cunning,</p>  |
|  |  | <p><b>Special Abilities</b></p> <p>-</p>   |
|  |  | <p><b>Special Equipment</b></p> <p>-</p>   |
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