

Captain Doomsmith Stumptooth

CAPTAIN DOOMSMITH STUMPTOOTH

Middle Aged Adult Half-Orc Chaotic Neutral Level 10 Rogue Swashbuckler

Pronouns - he/him Occupations - Pirate Armor Class - 14

Hit Points - 76 (TODO Hitdice)

Speed - 30.

STR DEX CON INT WIS CHA 18 15 16 9 (0) 10 17 (+4) (+3) (+3) 9 (0) (+0) (+4)

Saving Throws -

Skills -

{"Half-Orc Abilities"=>[{"Darkvision"=>"Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray.", "Menacing"=>"gain proficiency in the Intimidation skill", "Relentless Endurance"=>"When reduced to 0 Hit Points but not killed outright, can drop to 1 hit point instead. Can't use this feature again until you finish a Long Rest.", "Savage Attack"=>"When he scores a critical hit with a melee weapon Attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit."}], "Rogue 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 "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage", "Evasion"=>"When subjected to an Effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails"}], "Swashbuckler Abilities"=>[{"Fancy Footwork"=>"During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you

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ROLEPLAYING

Introduction

A ship crashes out of the fog into the side of your boat, A large Half-Orc at the

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CHA 17 (+4)

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subjected to an Effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails"}], "Swashbuckler Abilities"=> [{"Fancy

Footwork"=>"During your turn, if you make a melee

ROLE

Introdu

A sh the fog your bo Orc at tl "Prepare

Appear

A dressed pirate re captain's feathers tusk prof

Expres

Prej boarde

treats i

Fee sharks!

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for the rest of your turn", "Rakish Audacity"=>"can give yourself a bonus to your initiative rolls equal to your Charisma modifier. You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.", "Panache"=>"As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language. If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart. If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it."}]}

Proficiencies -

Proficiency Mod - +4

Languages - Common Orcish Thieve's Cant Adjectives -Bloodthirsty, Deranged, Deceiptful,

Special Abilities

Special Equipment

Combat Tactics

Sneak Attacks when possible, but will go headlong into melee if forced

Actions

Factions

The Skurge's Crew

Role:

Possibly a Thieve's Guild

Role: Captain

helm shouting "Prepare to Board!"

Appearance

A Massive Figure dressed in leathers and pirate robes with a big captain's hat with feathers and one long tusk protruding

Expressions

Prepare to be boarded

Well what kind of treats have we here mateys?

Feed them to the sharks!

Mannerisms

He walks with a flourish like he's imitating Errol Flynn with a peg leg, even though he doesn't have a peg leg

Motivations

Booty and violence for the sake of booty and violence

Passions

Pirate history. He's a fanboy for famous the pirates that came before him and really wants to be them

Secrets

His real name is Wendell Smitty and he was born in a wealthy suburb

opportunity attacks against Manne you for the rest of your Не "Rakish flourish I Audacity"=>"can aive Errol Fly yourself a bonus to your even th initiative rolls equal to your have a p Motiva Boot

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