



Varun Bakerfield

## VARUN BAKERFIELD

Older Adult Human  
Chaotic Neutral  
Level 8 Rogue Mastermind

**Pronouns** - he/him  
**Occupations** - Thief's Guild Boss  
**Armor Class** - 10  
**Hit Points** - 46 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS	CHA
19	10	15	16	16	18
(+5)	(+0)	(+3)	(+3)	(+3)	(+4)

### Saving Throws - Skills -

["Rogue Abilities"=>{"Expertise"=>"Double proficiency bonus with Thief'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 creature"}, {"Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash"}, {"Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}, {"Evasion"=>"When you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail"}]

["Mastermind Abilities"=>{"Master of Intrigue"=>"you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice. Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language."}, {"Master of Tactics"=>"you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you"}]

**Proficiencies** -  
**Proficiency Mod** - +3

**Languages** -  
Common Thief's Cant Undercommon  
**Adjectives** - Street-Smart, Vicious, Unrelenting,

**Special Abilities** - - -

**Special Equipment** -

**Combat Tactics**



## ROLEPLAYING

### Introduction

Either through introduction from one of his lieutenants, by infiltrating his manor, or by committing a big enough crime

### Appearance

Broad shoulders, no neck. Big, powerful. Huge hands. Acne scars, dark, thinning hair, olive skin

### Expressions

*You may bow to the queen, but I run these streets*

*I know what it's like to be poor and hungry. Rich is better.*

### Mannerisms

Constantly looking to physically dominate those in his presence. iron like handshakes, hard slaps on the back, etc

### Motivations

Amassing wealth to validate his intellect to the city's elite and getting out of his deal with the Lich Ryxiltan

### Passions

Varun collects rare art, books and other symbols of culture and locks them away simply so aristocrats can't use them

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### Secrets

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## CONCLUSIONS

Usually has his lackeys do his fighting for him, but he's not afraid to get his hands or his club dirty from time to time

## Actions

—

## Factions

## The Bakerfield Family

Role:

## Secrets

Varun is one of very few who know that the Bakerfield family is now run by a Lich who lives across the continent using the family's resources to further his quest to become a god. Varun also knows where all of the bodies are buried (metaphorically because he has his finger on the pulse of the city, and literally because he put a lot of the bodies there.)

## Languages -

Common Thieve's Cant  
Undercommon

### Adjectives -

Street-Smart, Vicious,  
Unrelenting,

### Special Abilities

— — —

### Special Equipment

—

## Combat Tactics

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## The Bakerfield

**Family**  
Role: