

[Previous](#)[Next](#)

Baruvo

**2500 x 3235**  
↔ ↕

Image Dummy

---

Baruvo

## Baruvo

**middle aged adult Centaur**

**Lawful Neutral**

**Level 7 Fighter Arcane Archer**

---

**Pronouns -**

he/him

**Occupations -**

Army Recruiter

**Armor Class -**

18

**Hit Points -**

63 (TODO Hitdice)

**Speed -**

40.

---

**STR**

18 (+4)

**DEX**

15 (+3)

**CON**

17 (+4)

**INT**

11 (+1)

**WIS**

12 (+1)

**CHA**

16 (+3)

---

**Saving Throws -**

**Skills -**

{ "Centaur Abilities"=>[ { "Fey"=>"creature type is fey, rather than humanoid.", "Charge"=>"If he move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, he can immediately follow that attack with a bonus action, making one attack against the target with his hooves.", "Hooves"=>"His hooves are natural melee weapons, which can make unarmed strikes. If he hits with them, he deals bludgeoning damage equal to 1d4 + his Strength modifier, instead of the bludgeoning damage normal for an unarmed strike", "Equine Build"=>"He counts as one size larger when determining his carrying capacity and the weight he can push or drag. In addition, any climb that requires hands and feet is especially difficult for him because of his equine legs. When he make such a climb, each foot of movement costs him 4 extra feet, instead of the normal 1 extra foot", "Survivor"=>"Proficiency in Survival"} ], "Fighter Abilities"=>[ { "Fighting Style"=>"Archery - gains a +2 bonus to Attack Rolls made with Ranged Weapons", "Second Wind"=>"Bonus Action to regain 1d10 + 5", "Action Surge"=>"Once every short/long rest can take an extra action", "Extra Attack"=>"Can attack twice each turn"} ], "Arcane Archer Abilities"=>[ { "Arcane Archer Lore"=>"Proficient in Nature and knows the Druidcraft cantrip", "Arcane Shot"=>[ { "Description"=>"Knows 3 Arcane Shots", "Seeking Arrow"=>"Using divination magic, you grant your arrow the ability to seek out your target, allowing the arrow to curve and twist its path in search of its prey. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. On a failed save, it takes damage as if it were hit by the arrow, plus an extra 1d6 force damage, and you learn the target's current location. On a successful save, the target takes half as

much damage, and you don't learn its location.", "Shadow Arrow"=>"You weave illusion magic into your arrow, causing it to occlude your foe's vision with shadows. The creature hit by the arrow takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn", "Bursting Arrow"=>"You imbue your arrow with force energy drawn from the school of evocation. The arrow detonates after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 force damage each"}], "Magic Arrow"=>"Whenever he fires a nonmagical arrow from a shortbow or longbow, he can make it magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The magic fades from the arrow immediately after it hits or misses its target.", "Curving Shot"=>"When making an attack roll with a magic arrow and miss, he can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target"}}

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Common Sylvan

**Adjectives -**

Devoted, Boisterous, Charasmatic,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**The King's Guard**

Role: *Recruiter*

---

**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

---

### Introduction

Passing through a local fair, a rippled centaur stands behind a dias with the word 'Recruiting' etched on its front.

### Appearance

He is a massive built soldier with a brown and white-dappled horses body with a ripped, muscular, tanned human head and torso with matching brown hair on his head. He wears full ceremonial armor and carries a longbow and a spear

### Expressions

*Ho there brave adventurer! Have you considered joining the military?, "Halt! Intruder!"*

### Mannerisms

He seems to incessantly canter in place while reciting his recruitment. He does have a fantastic public speaking voice though

### Motivations

He's motivated by honor and glory. By making his tribe and family proud and living up to the example of his ancestors

Passions

Hes passionate about the army, BOY is he passionate about the army!

Secrets

N/A

Baruvo

middle aged adult Centaur  
Lawful Neutral  
Level 7 Fighter Arcane Archer

Pronouns -

he/him

Occupations -

Army Recruiter

Armor Class -

18

Hit Points -

63 (TODO Hitdice)

Speed -

40.

STR

18 (+4)

DEX

15 (+3)

CON

17 (+4)

INT

11 (+1)

WIS

12 (+1)

CHA

16 (+3)

Saving Throws -

Saving Throws -

Skills -

{ "Centaur Abilities"=>[{"Fey"=>"creature type is fey, rather than humanoid.", "Charge"=>"If he move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, he can immediately follow that attack with a bonus action, making one attack against the target with his hooves.", "Hooves"=>"His hooves are natural melee weapons, which can make unarmed strikes. If he hits with them, he deals bludgeoning damage equal to 1d4 + his Strength modifier, instead of the bludgeoning damage normal for an unarmed strike", "Equine Build"=>"He counts as one size larger when determining his carrying capacity and the weight he can push or drag. In addition, any climb that requires hands and feet is especially difficult for him because of his equine legs. When he make such a climb, each foot of movement costs him 4 extra feet, instead of the normal 1 extra foot", "Survivor"=>"Proficiency in Survival"}], "Fighter Abilities"=> [{"Fighting Style"=>"Archery - gains a +2 bonus to Attack Rolls made with Ranged Weapons", "Second Wind"=>"Bonus Action to regain 1d10 + 5", "Action Surge"=>"Once every short/long rest can take an extra action", "Extra Attack"=>"Can attack twice each turn"}], "Arcane Archer Abilities"=>[{"Arcane Archer Lore"=>"Proficient in Nature and knows the Druidcraft cantrip", "Arcane Shot"=>[{"Description"=>"Knows 3 Arcane Shots", "Seeking Arrow"=>"Using divination magic, you grant your arrow the ability to seek out your target, allowing the arrow to curve and twist its path in search of its prey. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. On a failed save, it takes damage as if it were hit by the arrow, plus an extra 1d6 force damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location.", "Shadow Arrow"=>"You weave illusion magic into your arrow, causing it to occlude your foe's vision with shadows. The creature hit by the arrow takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn", "Bursting Arrow"=>"You imbue your arrow with force energy drawn from the school of evocation. The arrow detonates after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 force damage each"}], "Magic Arrow"=>"Whenever he fires a nonmagical arrow from a shortbow or longbow, he can make it magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The magic fades from the arrow immediately after it hits or misses its target.", "Curving Shot"=>"When making an attack roll with a magic arrow and miss, he can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target"}]}

Proficiencies -

Languages -

Common Sylvan

Adjectives -

Devoted, Boisterous, Charasmatic,

Special Abilities

-

Special Equipment

-

Combat Tactics

Will fight fiercely

Actions

-

Factions

The King's Guard

Role: *Recruiter*

# Roleplaying

Introduction

Passing through a local fair, a rippled centaur stands behind a dias with the word 'Recruiting' etched on its front.

Appearance

He is a massive built soldier with a brown and white-dappled horses body with a ripped, muscular, tanned human head and torso with matching brown hair on his head. He wears full ceremonial armor and carries a longbow and a spear

Expressions

*Ho there brave adventurer! Have you considered joining the military?, "Halt! Intruder!"*

Mannerisms

He seems to incessantly canter in place while reciting his recruitment. He does have a fantastic public speaking voice though

Motivations

He's motivated by honor and glory. By making his tribe and family proud and living up to the example of his ancestors

Passions

Hes passionate about the army, BOY is he passionate about the army!

Secrets

N/A

# Background Story

His family has a long history of military service and trained his whole life to follow in his ancestors footsteps. He joined up the day he turned of age and has never looked back. Advancing through the ranks quickly and his devotion and natural

charisma made him a prime candidate for recruiting officer. Baruvo loves his job