LUX

Orc Rogue 4 — **Cutthroat**

- **AGE** 14
- **HEIGHT** 5 feet 9 inches
- **WEIGHT** 168 pounds
- **SIZE** Medium
- **CULTURE** Imperial

Armor Class 15
Padded leather

Ability	Score	Save
STR	14 (+2)	+2
DEX	16 (+3)	+5
CON	12 (+1)	+1
INT	12 (+1)	+3
WIS	10 (+0)	+0
CHA	14 (+2)	+2

PROFICIENCIES & LANGUAGES

Proficiency Bonus +2; **Maneuver DC** 13

Saving Throws Dexterity, Intelligence

Skills Athletics, Culture (*etiquette* +1d4), Deception +1d6, History, Investigation +1d6 (*trapfinding* +1d6), Perception, Persuasion (*bribery* +1d4), Sleight of Hand, Stealth

Passive Perception 12; **Passive Insight** 10

Armor Light armor

Weapons Simple weapons, dueling daggers, hand crossbows, rapiers, sabres, shortbows, shortswords, throwing daggers

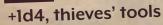**Tools** Disguise kit, gaming set (dice), poisoner's kit +1d4, thieves' tools

Senses Darkvision 60 ft.

Languages Common, Elvish, Orcish

ARCHETYPE: CUTTHROAT

Cutthroats are masters of subterfuge and poisons.

STARTING EQUIPMENT

Clothes (fine), hand crossbow, padded leather, quiver with 20 bolts, saber, 2 gold, leftover rolls stolen amidst the clamor of last night's raucous end (2 Supply)

BACKGROUND: NOBLE

Connection Briglio Bottomswath, a foppish friend that Lux has spent many evenings carousing with.

Memento An extremely fashionable and excessively large hat.

Feature: High Society. Lux knows of—or personally knows—most of the noble families for hundreds of miles. In most settled areas Lux (and possibly their companions, if well-behaved) can find a noble host who will feed them, shelter them, and offer them a rich lifestyle.

DESTINY: WEALTH

Glittering gold holds the promise of luxuries and freedom from want, all wrapped with the exhilarating rush of acquisition. Lux fulfills their destiny of Wealth when they become obscenely wealthy.

Source of Inspiration

Profits. Lux draws inspiration from spoils both easily gained and hard fought. They gain inspiration whenever they acquire substantial wealth.

Inspiration Feature

Everyone Has a Price. Lux can see the glint in people's hungry eyes when money changes hands and can perfectly name someone's price. As a bonus action Lux may spend their inspiration to accurately determine if a creature they see will take a bribe and what price the creature will accept.

Fulfillment Feature

Wise Investments. The fabulously wealthy stay wealthy by creating businesses or investing wisely—then the engine of industry works tirelessly to keep the vaults full. You have a rich lifestyle (see lifestyle expenses).

In addition, living lavishly can be reinvigorating. You can lavish yourself and any number of other creatures with luxuries whenever you start a long rest at the cost of 100 gold per creature. Each creature lavished in this way is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. A creature's hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

CURRENT HIT POINTS

Hit Dice	Maximum Hit Points
Total _____	

INITIATIVE

Ability or Skill Check

RESISTANCES & IMMUNITIES

TREASURE

C.P.

S.P.

E.P.

G.P.

P.P.

TEMPORARY HIT POINTS

SUPPLY

Max Carried 16

DEATH SAVES

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

Fatigue
☐ ☐ ☐ ☐ ☐ ☐ ☐

Strife
☐ ☐ ☐ ☐ ☐ ☐ ☐

COMBAT

ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Saber	A	+5	reach 5 ft	one target	1d8+3 slashing
Hand Crossbow	A	+5	range 30/120 ft	one target	1d6+3 piercing

SABER

Defensive. This weapon is designed to be used with a light shield. When Lux makes an attack with this weapon and is using a shield designed for it, they can use a bonus action to either make an attack with their shield or increase their Armor Class by 1 until the start of their next turn.

Finesse. Lux may choose to use their Dexterity modifier for attack and damage rolls made with this weapon (included).

Mounted. This weapon deals 1d10+3 damage if Lux is wielding it while mounted.

HAND CROSSBOW

Dual-wielding. This weapon is designed to be wielded in concert with another weapon. When wielding another weapon in hi main hand that does not have the heavy property, Lux can use their bonus action to make an attack with this weapon (see Two-Weapon Fighting).

Loading. This weapon must be loaded before it can be used. Lux may only make one attack with a loading weapon when they use an action, bonus action, or reaction to fire it, regardless of the number of attacks they can normally make.

COMBAT MANEUVERS

Lux knows the Biting Zephyr and Rapid Current combat traditions. They can spend exertion to activate the following combat maneuvers. Lux starts play with 4 exertion, which are recovered whenever they take a short or long rest.

Maneuver	Action	Exertion	Effects
Doubleshot (Biting Zephyr)	A	1	The next ranged weapon attack Lux makes uses two missiles instead of one. On a hit, they deal an additional weapon damage die.
Point Blank Shot (Biting Zephyr)	B	1	Until the end of Lux's next turn, being within 5 feet of a hostile creature who can see them and who isn't incapacitated does not give them disadvantage when making a ranged attack using a weapon. In addition, when an adjacent hostile creature that they can see moves 5 feet or more away from Lux, they can make a ranged weapon attack against it.
Swift Stance (Rapid Current)	B	1	Once activated, this combat stance remains active until Lux is knocked unconscious, stunned, activates a different combat stance, begins a long rest, or chooses to end it on their turn. Lux's Speed increases by 5 feet.

Current Exertion [ ]   **Max Exertion** (4)

SPECIAL COMBAT OPTIONS

Ambusher. When Lux begins their turn hidden from a creature, Lux gains advantage on melee attacks against it until the end of their turn.

B *Cunning Action.* Lux takes the Dash, Disengage, Hide, Use an Object action, or applies blackblade poison to a weapon or piece of ammunition.

Master of Poisons. During a short or long rest, Lux can use their poisoner's kit to brew 2 doses of blackblade poison without spending money or resources doing so. These poisons lose their effectiveness at the start of Lux's next short or long rest.

This poison can be applied to a weapon or piece of ammunition before combat or as a Cunning Action. The first time a poisoned weapon or ammunition deals damage, it deals an additional 3d6 poison damage.

Mighty Attacks. When Lux scores a critical hit with a melee weapon attack, they can roll one of the weapon's damage dice an additional time and add it to the extra damage of the critical hit.

Sneak Attack. Once per turn Lux deals 2d6 extra damage when they hit a creature with a finesse weapon or ranged weapon attack. To apply this damage, Lux must not have disadvantage, and their target must be within 5 feet of another enemy of the target who is not incapacitated. Alternatively, Lux can apply sneak attack damage if they have advantage on the attack.

B *Quick Scan.* Lux takes the Search action.

Heavy Lifter. Lux can push, drag, and lift 420 pounds. They are considered Large-sized for determining how much they can lift or carry (doubling these values).

Sense for Secrets. Lux has a sense for finding hidden things. They can spend a minute observing an area. If there are tricks, traps, secret doors, or other unusual features of a nonmagical nature within 30 feet of Lux on an unobscured surface they can see, they know something nearby is worth investigating, but not what or where it is. Lux can't use Sense for Secrets twice on the same area.

SOCIAL

Innocent Facade: Social Expertise. Lux gains an expertise die on Deception checks (included above).

OTHER FEATURES

Bonus Expertise. For Lux, expertise dice in Deception and the poisoner's kit can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Local Healers. Whenever Lux's hit point maximum or one of their ability scores would be reduced, it is reduced by half as much instead (minimum 1).

SPELLCASTING

CASTER LEVEL 4	**SPELLCASTING ABILITY** Charisma	**SPELL SAVE DC** 10	**SPELL ATTACKS** +2

Magic Adept. Born with orcish magic in their veins, Lux knows the *friends* cantrip and the *corpse explosion* spell. They can cast these spells without any material components once per long rest.

CANTRIPS (1 per Long Rest) ☐

B *Friends (S).* Lux chooses one nonhostile creature within 30 feet. Once before the start of Lux's next turn, when they make a Charisma ability check against the target, they gain an expertise die. If Lux rolls a 1 on the ability or skill check, the target realizes its judgment was influenced by magic and may become hostile.

1ST-LEVEL (1 per Long Rest) ☐

A *Corpse Explosion (V, S).* A corpse with 60 feet explodes in a poisonous cloud. Each creature in a 10-foot radius of the corpse must make a Constitution saving throw. A creature takes 3d6 thunder damage and is poisoned for 1 minute on a failed save, or it takes half as much damage and is not poisoned on a successful one. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect for itself on a success.

NOTES