

LUX

ORC ROGUE, LEVEL 1

HERITAGE Orc **CULTURE** Imperial **BACKGROUND** Noble **DESTINY** Wealth

Armor Class 15 (padded leather)

Hit Points 9

Hit Dice 1 (1d8+1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	14 (+2)

Proficiency Bonus +2; Maneuver DC 12

Saving Throws Dex +4, Int +3

Skills Athletics, Culture (*etiquette* +1d4), Deception, History, Investigation (+1d4; *trapfinding* +1d6),

Perception, Persuasion (*bribery* +1d4), Sleight of Hand, Stealth

Tools disguise kit, gaming set (dice), poisoner's kit, thieves' tools

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Orcish

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, already included).

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).

Magic Adept. Lux knows the *friends* cantrip (using Charisma as their spellcasting ability).

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.

Skill Trick: 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.

Sneak Attack. Once per turn Lux deals 1d6 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.



BONUS ACTIONS

Friends (Cantrip; 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.

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.

ACTIONS

Saber. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 1d8+2 slashing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. **Hit:** 1d6+2 piercing damage.

EQUIPMENT

Clothes (fine), hand crossbow, padded leather, quiver with 20 bolts, saber, 2 gold.

SUPPLY

Leftover rolls stolen amidst the clamor of last night's raucous end (2 Supply)

DESTINY: WEALTH

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

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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.

AGE 14 HEIGHT 5 feet 9 inches WEIGHT 168 pounds SIZE Medium

OVERVIEW

The scion of a defeated army's leader, Lux became a hostage of war and was sent to be raised by a human noble family. Growing up in a city among the elite's harum-scarum children and saw them cultivate the same pastimes: drinking fine wines, indolently plucking lutes at torchlit masques, dueling, and thrill-seeking thievery. When it came time to return to orc lands Lux ran away rather than leave the luxuries to which they were accustomed—now they make a good living as a thief and sellsword, though most of their earnings go straight to their tailor.

HISTORY

Everyone in the wilderness west of the Haviskarr feared the orc warlord Crimson Boulderhand, but when he dared to order assaults on settlements inside of the Vazren Empire he drew imperial wrath even his impassioned warriors couldn't possibly stand against. In the tense and difficult negotiations of surrender that followed Duchess Madria Taldir demanded a sacrifice that would positively insure that orc raids would not begin anew—Boulderhand's newborn, his first child. Amidst civilization the young orc thrived even when excluded or mistreated because of their heritage, quickly learning the value of a well-placed word, bit of legerdemain, or a coin in the right pocket. As an orc Lux also matured faster than their peers but easily matched them intellectually, and can honestly say that most of the nobles they know think quite fondly of them.

PERSONALITY

A lust for the good life drives Lux—fine wine, fine music, fine accoutrements, fine furnishings, fine theater—and they embrace every experience as unique. Each drink has its own temper and swarthisness, every note in a beloved song has its own timber and resonance, and although many of their evenings may seem the same one would never know it looking at Lux having the time of their life out on the town. Unfortunately that means their pocket is often light of coin when the sun rises, but relieving others of some currency is usually not a problem.

GOALS

Lux has decided the best way to maintain the lifestyle they're so keen on is to become fabulously, ridiculously, overwhelmingly wealthy (preferably with as little effort and in as short an amount of time as possible). Going back to the wilds and their father Boulderhand is probably not an expedient way to do that, so instead they are out adventuring with an eye keen on lost treasures, valuable relics, and other means to acquire their own spoils of war.