

Alec

Male Human, any alignment

Armor Class: 18 (Leather, Shield)

Hit Points: 70

Speed: 35ft (11m / 7 sqr)

Proficiency: +3

STR	DEX	CON
15 (+2)	21 (+5)	17 (+3)
INT	WIS	CHA
15 (+2)	11 (+0)	13 (+1)

Skills: *Acrobatics* +8 *Athletics* +5 *Sleight of Hand* +8 *Stealth* +8

Saving Throws: *Dexterity* +8 *Constitution* +6 ?

Challenge: 6 (2300 XP)

Actions

Multiattack. The Swordsman makes four weapon melee attacks or four ranged attacks.

Scimitar. *Melee Weapon Attack* +8 to hit, reach 5 ft, one target. Hit: 8 (1d6 +5) slashing damage.

Properties: Finesse, Light,

Shortbow. *Ranged Weapon Attack* +8 to hit, range 80/320ft, one target. Hit: 8 (1d6 +5) piercing damage.

Properties: Ammunition: range 80/320ft, Two-handed,

Special Abilities

Dervish: Due to it high prowess with the sword he can use a bonus action to take the Dash or Disengage action.

Sword Dancing: He can make a performance check to dance with his blades. He is considered proficient with it and the check uses DEX as its attribute.

Racial Features

Ability Modifiers: +1 to all

Languages: speaks Common and one extra.

Character created at rpgtinker.com