

NueNue

CHARACTER NAME

Loyal Knight to Urist

BACKGROUND

Alley Dwarf

SPECIES

LEVEL

XP

ARMOR
CLASS

SHIELD

HIT POINTS

TEMP

CURRENT

MAX

HIT DICE

SPENT

MAX

DEATH
SAVES

SUCCESSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

2

INTELLIGENCE

-1

8

MODIFIER

SCORE

- ☐ Saving Throw
- ☐ Arcana
- ☐ History
- ☐ Investigation
- ☐ Nature
- ☐ Religion

STRENGTH

+3

16

MODIFIER

SCORE

- ☐ Saving Throw
- ☐ Athletics

DEXTERITY

0

11

MODIFIER

SCORE

- ☐ Saving Throw
- ☐ Acrobatics
- ☐ Sleight of Hand
- ☐ Stealth

WISDOM

+1

13

MODIFIER

SCORE

- ☐ Saving Throw
- ☐ Animal Handling
- ☐ Insight
- ☐ Medicine
- ☐ Perception
- ☐ Survival

CONSTITUTION

+2

14

MODIFIER

SCORE

- ☐ Saving Throw

CHARISMA

+2

15

MODIFIER

SCORE

- ☐ Saving Throw
- ☐ Deception
- ☐ Intimidation
- ☐ Performance
- ☐ Persuasion

HEROIC INSPIRATION



EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☒ Light ☒ Medium ☒ Heavy ☒ Shields

WEAPONS

TOOLS

INITIATIVE

0

SPEED

SIZE

PASSIVE PERCEPTION

WEAPONS & DAMAGE CANTRIPS

MULTIATTACK: The knight makes two attacks, using Greatsword or Heavy Crossbow in any combination.

Greatsword. Melee Attack Roll: +5, reach 5 ft.

Hit: 10 (2d6 + 3) Slashing damage plus 4 (1d8) Radiant damage.

Heavy Crossbow. Ranged Attack Roll: +2, range 100/400 ft.

Hit: 11 (2d10) Piercing damage plus 4 (1d8) Radiant damage.

REACTION: Parry.

Trigger: The knight is hit by a melee attack roll while holding a weapon.

Response: The knight adds 2 to its AC against that attack, possibly causing it to miss.

Default Knight Statblock Stuff: (MM Page 184)

Immunities: Frightened

Gear: Greatsword, Heavy Crossbow, Plate Armor

Senses Passive Perception 10

Languages Common plus one other language (Dwarvish)

CR 3 (XP 700; Proficiency Bonus +2)

Base AC with the Plate Armor is 18.

Base HP is 52.

Initiative +0

Speed 30ft.

DM'S Notes: All of this is directly from the MM except I lowered INT(-3) and raised WIS(+2) because of the race. Character should record XP but does not officially level. IF Urist dies, NueNue may then reevaluate her life, take the acquired XP, and officially level along whatever class she seems to have acted like. For now at each level she (you) will get to select "something new" to this Alley Dwarf. You will pick a new skill, or a new weapon, or something along those lines for her to add to her abilities. As she starts if it isn't a greatsword she doesn't like it and is at disadvantage with it. Pick 1 skill right now.

NueNue is from Orangevale's wretched Alley Dwarf population. Really only considered a "Knight" by that bunch, for reasons elaborated about on the Wiki, she was pulled by the magic of the Deck Of Many Things into being a loyal servant to Urist until death. Her alignment always matches his.

NueNue's vibe should always be that at heart she is a retarded dumbass. However as an evolving character choices and actions will be made that define her in ways this summary cannot predict.