

Jauf Just another uninteresting fighter

player: Bernard HP Lockhart-Gilroy

created 2019 0510; rev 2019 0513

	STR	DEX	CON	INT	WIS	CHA
raw	12	15+1	10	14	8	13+1
score	12	16	10	14	8	14
bonus	+1	+3	+0	+2	-1	+2
save	+3	+3	+2	+2	-1	+2



Level	Experience
3	900
Human Fighter	
<ul style="list-style-type: none"> • Battle Master / duelist § • diplomat (envoy) 	
Feat: Martial Adept	
Chaotic Good	

AC (chain)	15 / 17 = 13 + 2 Dex* + 2 shld
AC (leather)	14 / 16 = 11 + 3 Dex + 2 shld
AC (cloth)	13 / 15 = 10 + 3 Dex + 2 shld
speed	30 feet
initiative	(d20 +3 DEX)

HP (max 22)	[Progress bar]									
Hit Dice 3d10	[Progress bar]			[Progress bar]						
death saves	☺									☹

	weapon	abl	hit	range	damage	damage type
•	rapier	Dex	+5	melee	1d8+3/ +5§	piercing; finesse
•	scimitar	Dex	+5	melee	1d6+3/ +5§	slashing; finesse; light
•	dagger	Dex	+5	20 / 60	1d4+3/ +5§	piercing; thrown; finesse; light
•	whip	Dex	+5	reach	1d4+3/ +5§	slashing; finesse; reach
•	light crossbow	Dex	+5	80 / 320	1d8+3	piercing; loading; ammo; 2-handed

Languages	Common	Elvish	Dwarfish	Draconic
-----------	--------	--------	----------	----------

Diplomatic immunity

In peaceful foreign lands that recognize you and your place of origin, you may use your status as a diplomat to avoid penalties for minor crimes, and you may not be attacked by soldiers or guards. You may procure audience with various officials and nobles by using your title, though they are less likely to meet with you directly if you are not on official business. If you are ever publicly arrested in a foreign land, your nation will likely negotiate your return if this is both possible and desired by them. Abuse of this power will mean that it will be ignored or revoked.

Second Wind	Use a bonus action to regain (1d10+level) HP, once per rest	Action Surge	take a second action, once per rest
-------------	---	--------------	-------------------------------------

Maneuver save DC	13 (=8 + 2 prof + 3 Dex)	Superiority Dice per short rest	d8	d8	d8	d8	d8
------------------	--------------------------	---------------------------------	----	----	----	----	----

Maneuver	Save	Add to	Description
Disarming attack	STR	damage	After a hit, failed save causes target to drop one item (my choice) at its feet
Trip attack	STR	damage	When you hit a creature (Large or smaller) with a weapon attack, you can force it to make a STR save or be knocked prone
Precision attack	n/a	to-hit	When making a weapon attack. The decision can be after the attack is rolled but before effects are applied
Parry	n/a	special	After being hit, use reaction to reduce damage by superiority die + DEX modifier
Rally	n/a	HP	Use a bonus action to grant one ally temporary HP = roll + CHA modifier

Jauf - skills and personal details

age	height	weight
33	5 ft 8 inches	145 lb (Medium)
eyes	hair	features
blue	black, short, neatly trimmed	<ul style="list-style-type: none"> ▲ A very slight scar over his left eye ▲ A major scar down the left of his chest, easily covered by a shirt

Proficiency Bonus	+2
-------------------	-----------

- **+5** Acrobatics Dex variant human proficiency
- **-1** Animal Husbanding Wis
- **+2** Arcana Int
- **+1** Athletics Str
- **+2** Deception Cha
- **+2** History Int
- **+1** Insight Wis diplomat proficiency
- **+4** Intimidation Cha fighter proficiency
- **+2** Investigation Int
- **-1** Medicine Wis
- **+2** Nature Int
- **+1** Perception Wis fighter proficiency
- **+2** Performance Cha
- **+4** Persuasion Cha diplomat proficiency
- **+2** Religion Int
- **+3** Sleight of Hand Dex
- **+3** Stealth Dex
- **-1** Survival Wis

- **+2** all armor fighter proficiency
- **+2** all shields fighter proficiency
- **+2** martial weapons fighter proficiency
- **+2** simple weapons fighter proficiency
- **+2** calligrapher's tools battle master proficiency

Fighting style

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Feats

Martial Adept

- You learn two maneuvers of your choice from the [Battle Master](#) archetype. If the maneuver requires a saving throw, the DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- You gain 1 superiority die (if you don't already have superiority dice, it is a d6). This die is used to fuel your maneuvers. It is expended when you use it, and is regained when you finish a short or long rest.

Jauf - equipment and treasure

platinum pieces	gold pieces	electrum pieces	silver pieces	copper pieces
0.1	1	2	10	100
10†	5† 45		25†	

† sown into belt

Equipment

chain	scimitar
rapier	whip
shield	net
belt pouch	light crossbow
calligrapher's tools	bolt case
quill	anti-toxin
bottle of black ink	manacles
bottle of green ink	
bottle of red ink	steel needle
fountain pen	
blank treaty	
lute	grappling hook
steel mirror	
two-person tent	
tinderbox	
dice	
chess set	
bag of ball bearings	
abacus	50-gp ruby
bedroll	50-gp emerald

waterskin				
rations				
bolts				
holy water				
thread	3	3	3	3
	3	3	3	3
silken rope	5	5	5	5
	5	5	5	5
healing potion				
alchemist fire				

Magic or Special Items

dagger of the mists: twice per long rest, the bearer may plant the point of this dagger into an object (presumably by throwing it), then teleport as a cloud of mist any visible creature within 60 feet to the dagger's location, or nearest unoccupied location. Requires attunement	
	attuned yes

Off-site

set of fine clothes

Jauf – personality and backstory

Full name: Jaul Mikkal av Delaix, “the Fulcrum Mundi”

Personality traits	<ul style="list-style-type: none">• Jauf loves intrigue and mystery• Rules exist to tell you what boundaries you can cross	Flaws	<ul style="list-style-type: none">▲ Jauf has complexity addiction.▲ Jauf is a dilettante.▲ Jauf was responsible for a catastrophic diplomatic incident and carries the guilt like a millstone
Bonds	<ul style="list-style-type: none">• Jauf was mentored by a legendary diplomat who nurtured his talents when no one else even saw them, but who later betrayed him		
Ideals	<ul style="list-style-type: none">▲ Power exists to protect the people.▲ Brains should win out over brawn.		

diplomat background from [https://www.dandwiki.com/wiki/Diplomat_\(5e_Background\)](https://www.dandwiki.com/wiki/Diplomat_(5e_Background))

Jauf is the third child of a minor noble. With the eldest daughter trained as the successor to the title, and the second son consecrated to the church, Jauf had no well-defined role for his life. His intellect carried him through studies, but his inability to focus prevented him from achieving true scholarly success. His only passion was the blade, to which he dedicated great time and effort. When his studies concluded, he drifted. As a favor to his mother, the legendary diplomat Hons auf Mellin took Jauf on as an attaché on a minor diplomatic mission to mediate an insignificant point of contention between the venerable Elvish Potentancy and the adjacent Dwarfish Sovereignty. Through a chain of unforeseeable events, the situation careened toward catastrophe. Jauf, by sharp thinking and quick action, contributed to auf Mellin’s brilliant and ultimately successful salvaging of the peace. Seeing the great negotiator at work, Jauf found at last his calling.

For the next decade, Jauf traversed the continent on missions to nations great and small. At first serving as auf Mellin’s aide and later on his own, he spent time in the major capitals and most cities of note, earning a reputation as an effective negotiator and a fair mediator. He also earned a reputation as an accomplished but somewhat reckless swordsman, engaging in numerous duels and affairs of honor. Although his government always managed to hush up his indiscretions (because he repeatedly proved himself useful), Jauf has accumulated an unusual number of bitter enemies from all the lands, including his own – men and women he challenged, bested, or humiliated. It is far from rare for him to be accosted on city streets.

Growing in confidence (some would say, arrogance), Jauf took on missions of ever-increasing daring and import. Staying away from the grand and ponderous interplay at the highest levels of diplomacy, Jauf prided himself on finding the smaller situations that could be used to shape great events. Once castigated in a local paper as The Great Pivoter – you never know which side he’ll come down on – he adopted the sobriquet with pride and liked to style himself the Fulcrum Mundi.

This escalation of ambition and pride ended as, perhaps, it was fated to. As tensions flared between the Potentancy and the Sovereignty, Jauf found himself dispatched to the site of his first triumph, to investigate and find an equitable solution. Despite his best efforts, provocations multiplied and escalation ensued, leading to the retaliatory razing of a border Elvish village and the slaughter of two dozen Elvish families. Populations in both lands began to clamor for war. Jauf’s credibility as an even-handed mediator was invoked to lay blame, in the eyes of the wider public, squarely on the Dwarves. Rather than fight a war they had not seen coming, the Dwarves offered extensive reparations in terms of ore and craft.

To his horror, Jauf soon learned that, unknown to him, the military unit that had accompanied him had had its own orders to execute a false-flag operation. The destruction of the Elvish village had been the entire point of the exercise, so that Hons auf Mellin could step in and negotiate the armistice – while in secret, also securing a generous slice of the reparations for his (and Jauf's) homeland. Far from being a neutral arbiter, auf Mellin and, by extension, Jauf had pulled strings and instigated bloodshed and nearly war – for profit, not principle. Disgusted and disillusioned, Jauf quit the field of diplomacy and sought a mode of living that leaves him beholden to no higher power. This is what has led him to adventuring.