

Non Player Character

Rolf Ninefinger, Bandit

Rolf Ninefinger

Medium human, Fighter (5), True Neutral

Armor Class 14 (Leather)

Hip Points 47 (5d10+ 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	12 (+1)	10 (+0)	10 (+0)

Saving Throws STR +6, CON +5

Skills Athletics, Insight, Intimidation, Perception, Stealth

Senses Passive Perception 13

Languages Common, Goblin

Challenge 5 (1800 XP)

Grabbling Pin Rolf developed the skills necessary to hold his own in close-quarters grappling. He gains the following benefits:

Rolf has advantage on attack rolls against a creature he is grappling.

Rolf can use his action to try to pin a creature grappled by him. To do so, make another grapple check. If he succeeds, he and the creature are both restrained until the grapple ends.

Dueling When Rolf is wielding a melee weapon

in one hand and no other weapons, he gains a +2 bonus to damage rolls with that weapon (Added in the stats).

Second Wind Once per short rest, Rolf can use a bonus action to regain 1d10 + 5 HP.

Action Surge Rolf can take one additional action on your turn. This can be used 1 times per short rest.

Improved Critical Rolf's weapon attacks score a critical hit on a roll of 19 or 20.

Actions

Multiattack Rolf makes two melee attacks or two ranged attacks.

Longsword +1 Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) slashing damage.

Light Crossbow Ranged weapon attack: +4 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8+1) piercing damage.

Appearance

Rolf Ninefinger is a rugged and imposing figure, standing at 6 feet 4 inches tall with a muscular build. He bears the hard features of his northern heritage, with a tangle of unkempt dark hair and a prominent, jutting jawline. His gray-green eyes glimmer with a combination of cunning and



mischief. Ninefinger has several distinctive tattoos adorning his arms and torso, each marking a different successful heist or daring escape.

Treasure

A purse in his belt holds, 5 cp, 7 sp, 23 gp, and a piece of Amber worth 100 gp.

His longsword is +1 magic (already calculated in his attack and damage)

In his belt he has a potion of healing

At his base, he has a large treasure gathered from his many heists.



Background

Born into a harsh and unforgiving world, Ninefinger grew up on the streets of Northgate, a sprawling city known for its criminal underbelly. His father was in the army, and was killed when he was only 3. His mother abandoned him a few years later, leaving him to fend for himself in a world that showed little mercy. He quickly learned that the key to survival was to be swift, agile, and ruthless.

Ninefinger found solace and mentorship among a group of seasoned thieves and cutthroats who took him under their wing. They taught him the art of thievery, honing his natural dexterity and stealth. It was on one of his first burglaries that he got his nickname. A simple lock on a chest, easy to pick, only it was trapped. A small poisoned needle pricked his right hand ring finger, and it began to turn black immediately. Gawen, his Master in thievery, recognized the poison and acted quickly, ramming his knife into Rolf's hand and cutting the finger off at the root before the poison could spread. Saving Rolf's life, and earning him his nickname - Ninefinger.

As the years passed, Ninefinger rose through the ranks of the criminal underworld, becoming a notorious bandit and leader of his own crew. Operating from the shadows, he orchestrated heists on wealthy nobles, caravans laden with valuable cargo, and even infiltrated heavily guarded vaults. His reputation for meticulous planning, lightning-fast reflexes, and audacious escapes grew, making him both revered and feared, both by victims and peers.

Despite his criminal inclinations, Ninefinger possesses a certain code of honor. He never targets the impoverished or defenseless, preferring to challenge himself by targeting those who believe themselves untouchable by the law. The thrill of outwitting the rich and powerful is what drives him, along with a desire for wealth, freedom, and the occasional extravagant indulgence.

Now, Ninefinger embarks on new adventures, travelling to new cities at the promise of new challenges and treasures. And most of all, the chance to prove his skills against formidable opponents is irresistible to him. Armed with his wits, nimble fingers, and a hidden blade, Ninefinger sets out to make a name for himself in a world filled with danger, intrigue, and endless opportunities for mischief.

Adventure Hooks

Ally Hook: The Jewel of the Serpent

Rumors swirl off an ancient artifact known as the "Jewel of the Serpent," a priceless gem with the power to grant unimaginable wealth and influence to its possessor. Legends tell of its last known location, deep within the treacherous Forbidden Jungle, guarded by a cunning and deadly tribe of serpent folk. The allure of such a valuable prize is too enticing for Ninefinger to resist. He seeks a group of brave adventurers to aid him in this quest. Together, they must navigate through the perilous jungle, overcome the serpent folk's traps and guardians, and outwit the cunning defenses protecting the Jewel. Will the group's skills and resourcefulness be enough to claim the treasure, or will the Jewel be too big a challenge for the team?

(The Jewel of the Serpent will come as a scenario soon)

Villain Hook: Shadows of Retribution

Ninefinger has long been a thorn in the side of local authorities and influential individuals. His audacious heists and daring escapes have made him a legend among the criminal underworld. Tired of being pursued, Ninefinger decides to strike back at those who have hounded him. He begins targeting the homes, businesses, and treasuries of prominent city officials and wealthy elites, leaving a signature calling card at each crime scene—a card with a 9 on it. The authorities are desperate to put an end to Ninefinger's reign of terror, and they hire a group of adventurers to track him down, bring him to justice, and recover the stolen treasures. Can the adventurers outwit the cunning rogue and put an end to his spree of revenge, or will they fall victim to his trap-laden lair?

(Map of Ninefingers base will be coming)