

Noble

Medium, Humanoid, Any Alignment

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ARMOR CLASS**15****HIT POINTS****9 (2d8)****CHALLENGE****1/8 | 25 XP****PROFICIENCY****+2**

Speed Walk 30 ft.

Initiative +1

Saving Throws N/A

Skills Insight +4, Deception +5, Persuasion +5

Senses Passive Perception 12

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Languages Any two languages

STR**11**
+0**DEX****12**
+1**CON****11**
+0**INT****12**
+1**WIS****14**
+2**CHA****16**
+3

Actions

Rapier. Melee Attack Roll: +3, reach 5 ft. Hit: 5 (1d8 + 1) Piercing damage.

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it.

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