

Noble

March 8, 2023



Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

Saving Throws

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

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 12

Languages any two languages

Challenge 44934 (25 XP)

Actions

Rapier. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8 + 1) piercing damage.

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon. **Nobles** wield great authority and influence as members of the upper class, possessing wealth and connections that can make them as powerful as monarchs and generals. A noble often travels in the company of guards, as well as servants who are commoners. The noble's statistics can also be used to represent **courtiers** who aren't of noble birth.