

# VERCH BELEJ

**Species:** Human (Dorzanian)

**Sex:** Male

**Background:** Investigator

**Height:** 5' 7" (1.7 m)

**Hair:** Black

**Temporal Origin:** Dorza IV, 2462 CE

**Class/Level:** Charmer 3 (Agitator)

**Concept:** Political Activist

**Age:** 28

**Weight:** 158 lbs. (71.7 kg)

**Eyes:** Brown

**Proficiency Bonus:** +2

**Initiative:** +2

**Plot Dice:** 3d6 + 6

**Passive Wisdom (Perception):** 14

**Size:** Medium

**Speed:** 30 ft.

**AC:**

16

**PP:**

20

**Tech Level:**

6

**Inspiration:**

**Experience Points:**

1,025

**STR:** 12 +1

**DEX:** 14 +2

**CON:** 14 +2

**INT:** 15 +2

**WIS:** 14 +2

**CHA:** 18 +4

## PROFICIENCIES

**Armour:** Light armour

**Weapons:** Simple weapons

**Tools:** Disguise kit, investigator's tools, musical instrument (harmonica)

**Saving Throws:** Dexterity +4, Charisma +6

SKILLS:	Bonus	Ability	SKILLS:	Bonus	Ability
Acrobatics	+2	DEX	Medicine	+2	WIS
Animal Handling	+2	WIS	Perception*	+4	WIS
Athletics	+1	STR	Performance	+4	CHA
Deception* <sup>x</sup>	+8	CHA	Persuasion* <sup>x</sup>	+8	CHA
Engineering	+2	INT	Science	+2	INT
History	+2	INT	Sleight of Hand	+2	DEX
Insight	+2	WIS	Stealth	+2	DEX
Intimidation	+4	CHA	Survival	+2	WIS
Investigation*	+2	INT			

\* Proficiency bonus included. <sup>x</sup>Expertise bonus included.

## TRAITS AND FEATURES

**Background Feature: Profiling.** Once per adventure, he can anticipate or recall a salient fact about another creature. He might intuit where they hide their spare key, what kind of password they use, or where they spend their downtime.

**Human Species Trait:** Brave. He has advantage on saving throws against being frightened.

**Emotional Appeal:** He has the ability to construct arguments and appeal to an enemy's heart (if they have one!). He may use his Emotional Appeal up to 4 times. He regains all uses after a short or long rest.

➤ **Emotional Appeal: Magnetic Personality.** His charismatic presence can both attract and repel others. As an action, he may expend one use of Emotional Appeal and cause all creatures within 30 feet of him to make a Charisma saving throw. If they fail, the target is Charmed or Frightened by him (his choice) for 1 minute, or until it takes any damage.

When this effect ends, the creatures are likely to return to their original impression of him, unless the actions he took whilst they were Charmed or Frightened have changed their opinion. If he charms a stranger in conversation and talk politely whilst offering to help them out, they'll probably still be friendly, but if he manipulates them they might be angry after the charm effect wears off. If he frightens someone, they'll likely remain wary of him even after the effect wears off. If he's fighting someone and use his Magnetic Personality, they'll go back to fighting you as soon as the effect wears off — unless he's really convincing or really scary!



➤ **Emotional Appeal: Tug Heartstrings.** He has mastered massaging a creature's emotional states. As an action, he may expend one use of Emotional Appeal. Any hostile creature within 60 feet of him that can hear him must make a Charisma saving throw against Saving Throw DC 14 or suffer 3d8 + 4 emotional damage on a failed save, or half damage on a successful one. This Emotional Appeal can also be used outside of an Encounter when trying to appeal to someone's emotions, allowing him to reroll a failed ability check with advantage.

➤ **Emotional Appeal: Seeing Red.** He can expend a use of Emotional Appeal and use a bonus action to begin Seeing Red. he may only See Red if he has a demand in mind; wanting access to a restricted area, the identity of the person pulling the strings, and whether information is being kept from him or his allies are all good 'demands.'

While Seeing Red, he gains the following benefits:

- He has advantage on Charisma checks.
- If he does emotional damage with a successful attack, then he may add his Charisma modifier (minimum 1) to the damage.
- He has resistance to emotional and logical damage.

Seeing Red lasts for 1 minute. It ends early if he is knocked unconscious or his demand is met. He can also end Seeing Red on his turn as a bonus action.

**Expertise:** Deception and Persuasion. His proficiency bonus is doubled for any ability check he makes that uses either of the chosen proficiencies.

**Charmer Archetype:** Agitator.

**Undeterred:** When unarmoured, his Armour Class equals 10 + his Dexterity modifier + his Charisma modifier. He can use a shield and still gain this benefit.

**Cantrip Quips:** Befuddling quarrel, charming case, emotional argument, exposing argument, logical argument, motivation, and parley.

**Quip Bonus:** +6

**Class Saving Throw:** DC 14

## ACTIONS:

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**Befuddling Quarrel:** Wis DC 14, 3d6 Logical damage. Usable once per long rest.

**Charming Case Quip:** Cha DC 14, 1d4 Emotional damage.

**Emotional Argument Quip:** Cha DC 14, 1d8 Emotional damage.

**Exposing Argument:** Wis DC 14, 3d6 Emotional damage. Usable once per long rest.

**Logical Argument Quip:** Int DC 14, 1d8 Logical damage.

**Charming Case Quip:** Cha DC 14, 1d4 Emotional damage.

**Punch:** *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 1 + 1 bludgeoning damage.

## BACKGROUND

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**Birthplace:** Valdor City, Dorza IV, 2434 CE

Verch Belej was born in Valdor City on Dorza IV to a working class family. His father worked as a brewer for the Horsehead Nebula Brewing Company that had its headquarters on Dorza IV. His mother worked in the mail-sorting room at the Dorzanian Postal Service headquarters. The Belej family worked hard so they could send their son to a respectable private boarding school, The Ykkini Scholastic Academy, on Dorza V for his secondary and collegiate school studies.

Verch hated his whole time away at school. He missed his family and friends on Dorza IV. His classmates on Dorza V were terrors who used their economic standing as a weapon against their fellow students who weren't so lucky to have wealthy or influential parents. He was bullied while away at the school but he didn't let it grind him down. Instead, he rebelled against it. He learnt to use his quick wit to defend himself and his friends from the would be bullies. He also secretly performed practical jokes on the bullies to embarrass them. They never knew that it was Verch behind the pranks (suspected perhaps, but never confirmed).

One of the few good things to come out of the whole boarding experience was when Verch attended his first Mondasian Blues Incursion music concert on Dorza V. He was enthralled by the music and the overall performance. He has been a fan of the group ever since.

Verch joined the anarchist hacker collective known as InSiDiOuS after he graduated. He was listless for a bit while he figured out what he wanted to do with his life. He sought out a few music venues to see if he could arrange a job since he wanted to get into the music business. Verch's quick wit and eye for detail soon landed him a position at Zante's Inferno on Dorz IV. It was Verch who talked his friends (Zogan, Tonesa, and Ema) to go see the band at Zante's Inferno.

At first Verch didn't want to believe the footage that Zogan had retrieved. He admired Mr. Severin as the manager of the Mondasian Blues Incursion and wanted to be like him. What he saw and the attack by cyber-drones of zombiefied nightclub goers has opened his eyes to the real danger they were under. His knowledge of the layout of Zante's Inferno will prove to be useful.

## PERSONALITY:

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**Motivation:** Tourist. Verch is pursuing his love for music with the nightclub scene on Dorza IV. He hopes it will lead to business opportunities down the road. Right now, he's just enjoying the ride.

**Personality Trait:** He has a particular fascination with music, especially with modern intergalactic radio, and becomes animated when he has the opportunity to experience it. He follows all of the major bands, from the blues rock of The Shooting Stars, to the soulful tones of Jupiter Jones, to the hypnotic techno-soundscapes of Freefall, to the bluesy industrial jazz creations of the Mondasian Blues Incursion, and everything in between. He also hates bullies, no matter what side they are on.

**Ideals:** Holiday. He's putting his life on hold for a bit to enjoy exploring the music that the Universe has to offer.

**Bonds:** Verch has fallen for Ema Yvor. He met her at college on Dorza V. They have been friends ever since. He is aware of Zogan's feelings for Ema. They are rivals for her affections (she's not interested in either of them).

**Flaws:** He sometimes loses himself in the experience and becomes oblivious to the dangers.

**Short Term Goal:** Verch wants to see every band that comes to Dorza IV.

**Long Term Goal:** Verch wants to get involved with the music business and hopes to become a successful band manager of his own.

## EQUIPMENT:

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Mobile Phone

Harmonica

Lucky pendant (a gift from his grandmother before she passed away)