

DUNBAR OF SPRECK

Secretarian



Elf Barbarian

Spreck isn't a real place, but Dunbar knows most people won't check. They'll see the "of" in there and think, "Spreck, you say! Sounds fancy." Maintaining a protective patina of efficiency around himself, the franchise, and the larger organization is his specialty. Secretarians talk to each other more than they talk to their own party members. But that works out in the end, because the secretarian network's limitless perspectives mean that the network often knows more about franchisees than they do themselves.

As a child, Dunbar was an outcast in his community. While other children were learning to paint wonderful pastorals, he was eating the paint. And painting himself. And the other children. Since then, his unrivaled enthusiasm for interacting with others has not diminished. He loves his friends and hates his enemies with a passion that borders on the sociopathic. In other words, he's a barbarian through and through.



**ACQUISITIONS
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DUNBAR OF SPRECK

Medium humanoid (elf), neutral

Armor Class 13 (hide armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	8 (-1)	10 (+0)	12 (+1)

Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +2, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 1 (200 XP)

Reckless. At the start of his turn, Dunbar can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Charming Introduction (1/Day). Dunbar hands a business card from his *portfolio keeper* to a creature within 5 feet of him. The target must succeed on a DC 11 Charisma saving throw or be charmed by Dunbar, as if under the effect of a *charm person* spell.

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