

Vronwe : Spy

Male Kenku, any alignment

Armor Class: 14 (Hide)

Hit Points: 130 (20d8 +40)

Speed: 30ft (9m / 6 sqr)

Proficiency: +2

STR	DEX	CON
10 (+0)	18 (+4)	14 (+2)
INT	WIS	CHA
14 (+2)	13 (+1)	20 (+5)

Skills: *Stealth* +6 *Sleight of Hand* +6 *Deception* +7 *Persuasion* +7 *Insight* +3 *Performance* +7

Saving Throws: *Charisma* +7 *Dexterity* +6 🤖

Challenge: 4 (1100 XP)

Actions

Multiattack. The Spy makes four weapon melee attacks or four ranged attacks.

Dagger. *Melee Weapon Attack* +6 to hit, range 20/60ft, one target. Hit: 6 (1d4 +4) piercing damage.

Properties: Thrown: range 20/60ft, Finesse, Light,

Light Crossbow. *Ranged Weapon Attack* +6 to hit, range 80/320ft, one target. Hit: 8 (1d8 +4) piercing damage.

Properties: Ammunition: range 80/320ft, Loading, Two-handed,

Special Abilities

Copycat: The spy can try to impersonate a target with the given time. By spending 25po and a week of work stalking its target the spy learns their speech and mannerisms, giving the spy advantage on persuasion, deception and disguise kit to impersonate its target. To accomplish that the spy must succeed on a Stealth check vs the Passive Perception of the target.

Tool Proficiency: The spy is proficient with the Disguise Kit and Forgery Kit.

Racial Features

Ability Modifiers: +2 Dex, +1 Wis

Expert Forgery: You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.

Kenku Training: You gain proficiency in two skills (randomly chosen from Acrobatics, Deception, Stealth or Sleight of Hand)

Mimicry: You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Languages: You can read and write Common and Auran, but you can speak only by using your Mimicry trait.

Character created at rpgtinker.com