

Veil (clone)

CHARACTER NAME

Rogue (2)

CLASS & LEVEL

Changing/Dexterity (Changing Variant)

RACE

Smuggler

BACKGROUND

Chaotic Good

ALIGNMENT

Gabby

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+2

14

CHARISMA

0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +5 Dexterity
- ☐ +1 Constitution
- ☐ +3 Intelligence
- ☐ +2 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ +5 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☐ +4 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +4 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +4 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +7 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

2x(1d8+1)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

Gambling/Hustling
Drinking
Slow to trust

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+5

1d4 + 3 piercing

Shortbow

+5

1d6 + 3 piercing

Shortsword

+5

1d6 + 3 piercing

Number of Attacks: 1

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

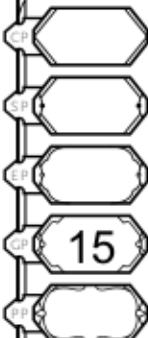
Tool Proficiencies: Forgery Kit; Land Vehicles; Thieves' Tools; Water Vehicles

Weapon Proficiencies: Crossbow, hand; Longsword; Rapier; Shortsword; Simple

Armor Proficiencies: Light

Language Proficiencies: Common; Dwarvish; Elvish; Minotaur

OTHER PROFICIENCIES & LANGUAGES



TREASURE

Arrow x20
Backpack
Ball bearings
Bell
Candle x5
Case, map or scroll
Clothes, common
Clothes, traveler's
Crowbar
Hammer
Lantern, hooded
Leather
Leather Boots
Oil x2
Piton x10
Pouch
Quiver
Rations (1 day) x5
Rope, hempen
Spyglass
String
Thieves' Tools
Tinderbox
Waterskin

EQUIPMENT



Veil (clone)

CHARACTER NAME

27

AGE

Black

EYES

5'7

HEIGHT

Pale

SKIN

WEIGHT

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

Usually living on her own in different locations at a time, the life of a runaway outcast is all she knows. Veil comes from a hidden group of Changelings in a far away city, although not familiar with them for very long. She had left the only home she knew after dealing with a local wealthy and "shady" merchant known for their cruel behavior towards people of other races, lower classes, and other secret Changelings. One night, Veil had broken into the merchant's shop with the idea and help of the group's leader named O'Cyrus in order to teach him a lesson. Veil had used magic to burn and permanently blind the merchant to make them unable to hurt anyone again. Likewise, she had robbed the merchant of a cherished jewel in which he used to flaunt his wealth and "authority" to people. After getting separated from O'Cyrus by patrolling guards, she was fearful in the possibility of putting her group in danger. Veil had returned to them with a warning that they should all leave and find a new hide out. From here, Veil had left completely without knowing what happened to her friend.

With the stolen item as her own, Veil continued to travel from location to location to find her next life. One evening, she finds herself stumbling upon a hidden outpost of smugglers who jump at the opportunity to mug her as an intruder. When taking her hostage, they learn about the stolen jewel in her possession and recognizing it as an item that is wanted for an exceedingly amount of gold to smuggle to another location. Confronting Veil about where she obtained the item, she reveals her abilities to them and explains how she got it. Impressed by her story and cunning skills, they decide to take Veil in to work for them. She negotiates that should she work for them, she will not hurt or threaten people unnecessarily. Only when threatened should she use her abilities to get the job done whatever it takes.

Now, Veil is used as a fellow smuggler who is also sent out to be a scout in secret. She is sent to other smuggler outposts in far away locations to learn what is in need or of high demand on the market. Likewise, she is occasionally sent to go to bars or events in disguise to learn any news of wars, quests, or political agendas that could mean better business. While doing so, Veil also likes to take time for herself and have fun drinking, gambling and acting like a normal person. However, she continues to live in secret like a shadow in the night with forever changing identities.

-----Bonus Actions-----

Cunning Action. Dash, Disengage or Hide (use once/turn).

-----Other Traits-----

Change Appearance. As an action, you can transform your appearance or revert to your natural form. You can't duplicate the appearance of a creature you've never seen, and you revert to your natural form if you die.

You decide what you look like, including your height, weight, facial features, the sound of your voice, coloration, hair length, sex, and any other distinguishing characteristics. You can make yourself appear as a member of another race, though none of your game statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this trait to become quadrupedal, for instance. Your clothing and other equipment don't change in appearance, size, or shape to match your new form, requiring you to keep a few extra outfits on hand to make the most compelling disguise possible.

Even to the most astute observers, your ruse is usually indiscernible. If you rouse suspicion, or if a wary creature suspects something is amiss, you have advantage on any Charisma(Deception) check you make to avoid detection.

Contacts. You have contacts in every major city in a certain region (e.g. Sword Coast). You may be able to call on them for help—perhaps you need a place to lay low, someone to fence your goods, or help paying off some guards. However, their help is not always reliable, and they will generally not put themselves in direct danger for you except in truly special circumstances. You may wish to work with your DM to determine exactly who your contacts are and what your relationships with them are like. At a minimum you should decide what form your smuggling took and where you operated.

Divergent Persona. You gain proficiency with one tool of your choice (enter this manually). Define a persona associated with that proficiency: establish the name, race, gender, age, and other details. While you are in the form of this persona, the related proficiency bonus is doubled for any ability check you make that uses that proficiency.

Skulker. You are expert at slinking through shadows. You gain the following benefits:

You can try to hide when you are lightly obscured from the creature from which you are hiding.

When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.

Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

Smuggler's Equipment. You carry a navigational chart marked with your smuggling routes, and you possess a rowboat or land vehicle of your choice. Add a hand crossbow to your inventory.

Sneak Attack. 1d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn).

Thieves' Cant. Convey secret messages hidden in normal conversation.

Unsettling Visage. When a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You must use this feature before knowing whether the attack hits or misses. Using this trait reveals your shapeshifting nature to any creature within 30 feet that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.