

Carmelita Montoya Fox

Personality:

Race: Kitsune
Sex: Female
Class: Fighter
Level: 20
Age: 39 years old
Height: 1.2 meters tall
Muscle Mass: Small
Colour: Red/Orange fur tone
Mass: 25 kg
Nature: LG

Backstory:

Police officer working for INTERPOL, and hunting the Cooper gang. She had a brief relationship with Sly when she thought he had lost his memory, but found out he was pretending and is now back on the hunt. Mostly angry and very keen to prove herself. Also very absorbed in her work. Has been hunting the Cooper gang for over 18 years, having often arrested other thieves and criminals left in the wake of the Cooper gang's business. A few times she has also help the gang out, if their goals have aligned, but these brief merges of interest have never really halted her in her hunt for Sly and his friends.

Languages:

– Common

Stats:

Hit points: 235/235
Hit dice available: 20/20d10
Armour class: $15 + 5 = 20$
Initiative: +5
Speed: 30
Passive Wisdom: 11
Proficiency bonus: +6

Skill Proficiencies:

– Acrobatics
– Athletics
– Perception
– Investigation
– Insight

Attributes:

Category:	Value:	Mod:
Strength	9	-1
Dexterity	$16 + 1 + 2 + 1 = 20$	+5
Wisdom	$12 + 2 = 14$	+2
Constitution	$14 + 2 + 2 + 2 = 20$	+5
Intelligence	14	+2
Charisma	$11 + 2 + 1 = 14$	+2

Save Throws:

– Dexterity
– Constitution

Trick Shot save DC = $8 + 6 + 5 = 19$

Weapons:

– Pistol of Lightning (proficient) 1d10 piercing damage +3 pistol which also deals 1d6 lightning damage and force the target to perform a con save or lose half its movement and its bonus action this turn
– Melee (proficient) 1 bludgeoning damage

Chosen Abilities and Traits:

- Kitsune Awareness
 - Know it someone lies, except if hidden by magic.
- High Jumper
 - Can cast Jump three times per long rest
- Watcher's Eye
 - Can crime dens and outposts
- Fighting style (Archery)
 - +2 to hit with range
- Second Wind
 - Recover 1d10 + 20 hp once per short rest
- Action Surge
 - Twice per short rest
- Extra Attack (four attacks)
- Indomitable
 - Reroll saving throws thrice per long rest
- Firearm Proficiency
- Gunsmith
- Adept Marksman
 - Trick Shots
 - ★ Dazing-, Deadeye-, Forceful-, Violent- and Winging Shot
 - Grit Points
 - ★ 2 points and gain back 1 on killing or crit. All back on short rest
- Quickdraw
 - Proficient in initiative and can stow and draw firearms as single item interaction
- Rapid Repair
 - use 1 grit point to attempt to fix jammed pistol as bonus action
- Lightning Reload
 - Reloading cost 1 bonus action
- Vicious Intent
 - Crit on 19 or 20
- Hemorrhaging Critical
 - On crit, target suffers half damage at end of its next turn
- Sharpshooter
 - No disadvantage on long range
 - Ignore cover except full
 - can choose -5 to hit, but +10 damage

Item Proficiencies:

- All armour
- Shields
- All weapons
- Tinkerers tools

Items

Item	Weight [kg]
Summoning horn	
3 x Manacles	
A pouch	
Uniform(mostly blue and brown)(AC 15)	
Pistol of Lightning	
40 x Bullet	
50 feet hemp rope	
Sum	

Carrying capacity:

Category	Weight [kg]
Lightly encumbered	0 - 22.5
Encumbered	22.5 - 45
Heavily encumbered	45 - 67.5